## **Normandie Casino**

**Game Limits and Collections** 

## **POKER SECTION**

Table #'s-1,2,3,4,5,6,7,8,9,10,11,12,14,15,16,17,18,19,20,21,22,23,24,25 & 26 ( 25 Total )

### **TEXAS HOLD-EM AND OMAHA**

	COLLECTION	COLLECTION	COLLECTION	
LIMIT	7-9 Players	6 Players	5 Players or less	JACKPOT DROP
\$1-\$2	\$2.50	\$2.00	\$1.00	\$1.00
\$2-\$4	\$3.00	\$2.00	\$1.00	\$1.00
\$3-\$6	\$4.00	\$3.00	\$2.00	\$1.00
\$4-\$8	\$4.00	\$3.00	\$2.00	\$1.00
\$6-\$12	\$4.00	\$3.00	\$2.00	\$1.00
\$8-\$16 and above	\$4.00	\$3.00	\$2.00	\$1.00
NO LIMIT \$40 or less buyin	\$3.00	\$2.00	\$1.00	\$1.00
NO LIMIT \$40 or more buyin	\$4.00	\$3.00	\$2.00	\$1.00

Full collection to be taken after the flop.

No Jackpots on 4 or less players. No Jackpot collection will be collected.

#### 7 CARD STUD

	COLLECTION	COLLECTION	COLLECTION	
LIMIT	6 or 7 Players	5 players	4 Players or less	JACKPOT DROP
\$1-\$2	\$2.50	\$2.00	\$1.00	\$1.00
\$2-\$4	\$3.00	\$2.00	\$1.00	\$1.00
\$3-\$6	\$3.00	\$2.00	\$1.00	\$1.00
\$4-\$8	\$3.00	\$2.00	\$1.00	\$1.00
\$6-\$12	\$4.00	\$3.00	\$2.00	\$1.00

Full collection to be taken after the fourth card has been delivered. No Jackpots on 3 players or less. No Jackpot collection will be collected.

#### **LOW BALL**

	COLLECTION	COLLECTION	
LIMIT	6-8 Players	5 or less	JACKPOT DROP
\$15-\$30	\$3.00 per 1/2 hr.	\$2.00 per 1/2 hr.	\$1.00

Collections to be taken after a new dealer deals the first hand.

No Jackpots on 3 players or less. No Jackpot collection will be collected.



# **BLACKJACK**

1.5 to 1 Pay-Out. Double Down/Surrender Option

#### **LIMITS AND COLLECTIONS:**

GAME LIMIT	<u>PLAYER</u>	BANK	JACKPOT DROP
\$5 - \$25	\$.50	\$1.00	\$1.00
\$5 - \$50	\$.50	\$1.00	\$1.00
\$10/\$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00

#### **GENERAL PLAY:**

- 1. Highest possible card combination for Blackjack Jackpot is called a "Natural" Joker/Joker or Ace/Joker. A Joker with any card counts as 21.
- 2. If the player's hand totals twenty-two (22) or higher and the player-dealer's hand is twenty-two (22), twenty-three (23), twenty-four (24), twenty-five (25) or a non-3-card twenty-six (26), the player will lose. If the player's hand totals twenty-two (22) or higher, the player will "push" with the player-dealer when the player-dealer has a 3-card 26.
- 3. Player has the option to split any pair of equal value. (Ace/Ace, Jack/King, Queen/Ten, etc). They may also double down after the split. They may split up to 3 times giving them a total of 4 hands.
- 4. Players are allowed to play multiple hands.
- 5. A player may surrender any hand regardless of the number of cards they have received after the draw as long as the total number does not consist of 20 and above. Any player who chooses to surrender will receive half of their original wager back. All odd chips go to the Player. A Player may not surrender if the Banker has a Joker on initial card.

- 6. Joker-Joker (for the Player) pays 2 to 1 to the extent that money covers unless the Banker has a natural hand. (Joker-Joker, Joker-Ace), which then becomes a push.
- 7. Players will get paid 1.5 to 1 on all two card hands consisting of Ace/Joker, Ace/Face Card or Ace/10 unless the Banker's hand totals 21 in which case the hand is considered a "Push".
- 8. The Player with the most money in action determines the play of the hand. If all wagers are the same the Player that paid the collection determines the play of the hand. If all Players paid a collection then the seated Player determines the play of the hand. If one or more of the Players choose to surrender they may do so and the other Players may still play the hand.
- Each spot in each seat is considered a separate bet with a separate collection, therefore if one Player plays two or more spots on that seat he/she may surrender some spots and play the others.
- 10. If the Player that determines the play of the hand chooses to split and the other Player/s decides not to, then the other Player/s will play only the first hand to act. If the Player that determines the play of the hand chooses to double down and the other player/s decides not to, then it will be treated like a double down for less. Players may not surrender after splitting the hand.

#### 11. Players options:

- o Players must hit or surrender on 11 or less.
- o Must stand on hard 20 and higher.
- Options 12 through soft 20.
- Double down on any number of cards except for hands totaling hard
   20 & 21 and any card containing a joker.
- Soft doubling is permitted.
- o Players may surrender on any number of cards not containing a joker.
- o Banker must stand on hard 17 or more, hit soft 17 or less.

## **DECISIONS:**

- 1. A boxed card does not play. The boxed card is to be burned and the next card will be dealt.
- 2. Before the draw the following situations will result in a misdeal:
  - A. Two boxed cards appear during the initial deal.
  - B. Two or more positions with wagers received no cards.
  - C. Two or more positions without wagers received cards.
  - D. Dealer runs out of cards.

- 3. If during the initial deal, before any Player receives a second card, it is discovered that the cards are in the wrong position, the cards may be put in their correct position.
- 4. If during the initial deal, after the second card has been dealt, it is discovered that a position without a wager received a card; it will then be a dead card.
- 5. If during the initial deal, after the second card has been dealt, it is discovered that a wagered position received no cards that position receives no action and is given a free collection button.
- 6. After the second card has been dealt, or during the draw it is discovered that a wagered position received one card that position will receive their second card when it is their turn to draw.
- 7. A misdeal cannot be declared once the draw has started.
- 8. If during the draw two boxed cards appear, complete the hand then replace the shoe. If this happens on a table with a shuffler, finish the hand, put in a new shoe then reload the shuffler. (Shuffling machine comes into play after dealer is through dealing with the replacement shoe.)
- 9. If a player is skipped during the draw and the next player to act asked for and received a card, that card must play. The skipped player will have a chance to hit/act after the last position acts before the bank receives their second card.
- 10. If a player is missed during the draw and it is discovered after the Banker's hand received a second card, the skipped player has no action and will receive a free collection.
  - Exception: If the skipped player has 11 or less, the Banker's second card
    will be burned along with one card from the shoe/shuffler. The last player
    skipped must hit or surrender before the Banker gets a second card.
- 11. In the case there are no more cards in the shoe and it is discovered during the draw the dealer will take approximately one deck from the discard rack, shuffle, cut, burn and deal as normal. After finishing that hand the next shoe will be used. If the discovery is made during the initial deal the entire hand will be burned and the next shoe will be used.
- 12. During the draw any exposed card will be killed and the next card will be burned. The game will then go on as normal.
- 13. Any card hitting the Bankers hand after reaching hard 17 or above is a dead card. It is to be burned.

- 14. If two cards come off the shoe at the same time, the cards will be played in their proper order, considering the dealer knows the correct sequence. If the card sequence cannot be determined even after a camera review, both cards will be burned and the play will resume as normal.
- 15. If the Banker's up card is a Joker there is no draw for the Players. The Banker will take his second card to complete the deal.
- 16. If the Banker's second card is a Joker, double down and split wagers receive no action, only the original bet will lose, with the exception of a hand consisting of two Jokers which will be paid 2 to 1 unless the Banker's first card is an Ace or Joker.
- 17. If all Players surrender the Banker will take his second card to complete the deal.
- 18. If a Player indicates he/she does not want a hit card, he/she may change his/her mind and still hit as long as no card has been dealt off, and only one position after him/her has acted. A Player cannot change his action after two players have acted behind him/her no matter if a card has been dealt out or not.
- 19. If during the deal it is discovered that the dealer forgot to burn cards and no Player has received a second card, all hands are dead and the burn procedure will take place. If it is discovered after the second card has been dealt to the first player, play will resume and the burn procedure will be done at the completion of that hand.
- 20. Normandie Casino management reserves the right to make decisions, which are in the best interest of the game and in the fairness to all Players. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

## **CASINO POLICY:**

- Normandie Casino house policy is that profanity, foul language and/or derogatory comments towards customers and employees will not be tolerated. A Player will risk the possibility of being barred or sent home for failure to comply with this policy.
- 2. Normandie Casino house policy is that no Player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets and/or cards after the deal has commenced.

- 4. The dealer or floor person will not be involved in any decision on the play of the hand.
- 5. Players are advised to play their own hand. In special circumstances, if a Player is not available to act on his/her hand, the hand will be played according to house banking rules. (Hit soft 17, Stand on hard 17 and above).
- 6. Only Players may occupy a seat at a live table.
- 7. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 8. A Player is only allowed to hold one seat.
- 9. Player must play at least one hand before qualifying for banking privileges.



# SUPER NINE

#### **GENERAL PLAY:**

- 1. All action proceeds in a clockwise direction starting from the action button.
- 2. You may not show your hand to, or discuss your hand, with any other player at any time during play.
- 3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9, and 17 no matter how many players are seated. Examples: If the dice points total 8, the player to the banker's right will receive the first card and has the first action.
  - On the draw, the first player to the banker's left is offered the option of one additional card. The option continues to each player clockwise until the banker has the option of drawing the last card.
- 4. A player must bet at least 4 time per round to occupy a seat.
- 5. You may look at only one hand, regardless of the number of hands on which you have wagered.
- 6. A misdeal will be declared if:
  - a. It has been determined before the deal is completed that cards have gone to the wrong spot.
  - b. The banker has the wrong number of cards unless it is retrievable.
  - c. A foreign card appears on the table.
  - d. Two or more boxed cards appear before all hands are completed.
- e. If the dealer runs out of cards during the initial deal. (when using a shoe) Exception: If the dealer runs out of cards during the draw, it is not a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn, and continue the draw. When the hand is completed, the cards will be changed.
- 7. A complete hand is interpreted as: all players receiving their three cards, therefore a misdeal cannot be rendered. Any player having the wrong number of cards will be given their collection back and will receive no action on their bets considering that the card/s cannot be rectified and the house dealer was informed by the player/s involved of the discrepancy before the first hit card is delivered.
- 8. House Way: 0, 1,2,3,4 face value MUST HIT: 7,8,9 face value MUST STAND
- 9. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table.)
- 10. A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

- 11. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
- 12. Statements regarding the value of your hand are not binding. The cards read as face value.
- 13. Each player who wished a fourth card must request a card in turn. You may do so by place your cards in a horizontal position.
- 14. When the banker's three-card hand totals 7, 8 or 9, the hand automatically stands (plays as is).
- 15. When the banker's three-card hand totals 4 or less, the house dealer automatically draws a card for the banker.
- 16. When a player requests assistants on the play of a hand, the house dealer plays the hand according to Normandie Casino Super 9 House Way:
  - a. Draw on a 5 or less
  - b. Stand on 6 or more

    After the banker's hand has been opened and set, the hand that has been set in the "Logical way" is opened and checked. Management will reset any hand that has been played incorrectly by the house dealer.
- 17. Once the bank's hand is open, no one else may act on his or her hand.
- 18. It is discovered that two cards are stuck together in the hit box; the bottom card will be forward to the right order even if the bank hand is opened.
- 19. After the announcement "all hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money will cover.
- 20. If the bank hand has not been opened and a player incorrectly plays their hand, management will back up the card/s and the hand will be played the logical way with the exception of 5 or 6 which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded even if the bank hand has been opened.
- 21. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.
- 22. A misdeal will not be declared after the draw commenced, except when the banker's hand does not have three cards. Exception: Read rule 6b.
- 23. If a card has been removed from the shoe/dealing machine at the request of an active player, that card must play.
- 24. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).
- 25. All players are responsible for protecting their own hands. If you foul your hand through carelessness with other cards, your wager will be forfeited to the extent that money covers.
- 26. A banker partnership may consist of no more than three active players at the same time. (Five ways or less only).
- 27. A player can only bank 4 consecutive banks
- 28. Cards must remain in view of the dealer at all times, or the player will risk a fouled hand and forfeiture of the wager.
- 29. The seated player will have the first option to bank on his/her spot as long as he/she must have had action some where on the table to be the player/dealer in his/her spot. 2<sup>nd</sup> option goes to the player that bets on the spot.
- 30. Player may shake the dice as many times as he/she wants.

- 31. If an active player chooses not to wager on his/her spot for whatever reason, that player may not prohibit any other from wagering on the spot. Once any player has a wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
- 32. Any hand that drops below the table level may be considered foul and the wager forfeited.
- 33. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
- 34. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

#### **CASINO POLICY:**

- 1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.
- 4. No player may touch their cards when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.
- 10. Player must play at least one hand before qualifying for banking privileges



# **SUPER NINE**

## LIMITS AND COLLECTIONS:

GAME LIMIT	<u>PLAYER</u>	<b>BANK</b>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00
\$300-\$500	\$3.00	\$5.00	No Jackpot



## **CARIBBEAN STUD**

#### **GENERAL PLAY:**

#### **RULES:**

- 1. Players may not exchange or communicate any information about their hands. Any violation of this rule will result in a DEAD HAND and FORFEITURE of ante and bet.
- 2. House way: Call if hand contains an Ace/King or better. Surrender anything less than an Ace/King.
- 3. Player is only allowed to view one hand.
- 4. All bet wagers must be twice the ante and have no action unless dealer has an Ace/King or better.
- 5. Tie hands between player and dealer constitute no action.
- 6. All winning ante wagers are paid 1 to 1.

#### BET WAGER BONUS SCHEDULE

Royal Flush	10 to 1
Straight Flush	9 to 1
Four of a Kind	8 to 1
Full House or better	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair or less	1 to 1

#### **HOW TO PLAY**

Caribbean Stud Poker® offers players a fun exciting variation of 5 card stud poker. Players receive a bonus for an outstanding hand.

Ante--- Each player makes this opening bet.

Call or Surrender--- If the player thinks he/she will win, he may Call with a back bet of twice the ante. Players may Surrender (forfeit their ante) if they don't think their hand will beat the dealer's hand.

Dealer's hand— to play, the dealer must qualify with an Ace/King or better. If the dealer does not qualify, players who Call are paid even money on their ante only. If the dealer qualifies and the player beats the dealer, the player is paid even money on the ante and a bonus on the back bet.

#### **Decision Making for Caribbean Stud Poker**

- 1. One card inadvertently expose by the casino dealer will play, if the exposed card belongs to the player-dealer, it will be used as the card to be turned opened at the completion of the delivery.
- 2. Two or more cards exposed and if:
- a) They belong to player's hand(s), the exposed cards will play, except when the exposed cards consists of two or more cards of the Ace-King combinations (Ace and King, Two Aces or two Kings). When exposed cards from player's hand(s) consist of two or more cards of the Ace-King combinations, the Floor person will declare a misdeal.
  - b) They belong to the player-dealer's hand, the player-dealer has the option:
    - 1) Accept the exposed cards and play as is.
    - 2) Refuse the exposed cards and the Floor person will declare a misdeal.
- 3. Boxed card does not play,
- 4. If a player is dealt an incorrect number of cards and it is discovered before the player banker's hand is revealed, that hand will be eliminated from play, thus receives no action and gets a collection back and all other hands will resume play. If it is the last position of the dealing rotation that is one card short, and it is discovered before the bank's hand is revealed, that hand will receive the first card from the remaining stub.
- 5. One card dealt to wrong position may be redirect to the correct spot.
- 6. A misdeal will be declared by the Floor person before the commencement of the payoff:
  - a) A Foreign card appears.
  - Two or more Boxed cards appear.
  - c) Two or more cards were dealt to wrong position manually.
  - d) A player has inadvertently viewed the player-dealer's hand.
  - e) Two or more players have been dealt incorrect number of cards.
  - f) The player-dealer's hand contains incorrect number of cards.
- 7. It is the Players responsibility to protect their hand. A players' hand may be voided and bets forfeited in the following situations:
  - a) Communicating or exchanging information in regards to their hand.
  - b) Using second language during the play of a hand.

- c) Not informing the dealer about an incorrect number of after the banker's hands are exposed.
- 8. A player is only allowed to view one hand, if a player wagers on multiple seats, the player may designate other player(s) to be active player of the other hand(s), or the player may request the other hand(s) to be played according to the "House Way", which is= Call on Ace-King or better, surrender on anything less than Ace-King. In a case where another player wagers on this seat, that player will exercise his own decision.
- 9. After the player-dealer's hand has been exposed, if a hand has not been acted upon, the hand will be allowed to play according to the "House Way" or the hand will be ruled foul.
- 10. If a player does not have enough money for the Call, The player must surrender the hand.
- 11. If a "House Way" is misplayed, the hand will be corrected according to the "House Way". When the hand is changed from Surrender to Call, the player must post the amount for the Call; the hand will be fouled and the player will not be allowed to continue to play.
- 12. No-Action hand must be played as surrender. Only the player-dealer position is allowed to exercise this option, and the hand must surrender.

#### **CASINO POLICY:**

- 1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.
- 4. No player may touch their cards when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be played "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.



# **CARIBBEAN STUD**

## **LIMITS AND COLLECTIONS:**

<u>GAME LIMIT</u>	<u>PLAYER</u>	BANK	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00



#### **OBJECT OF THE GAME:**

Pai Gow means to "make nine". The deck consists of 32 playing tiles (16 pairs). Every tile has a corresponding "twin", 11 of which are "identical twins". The other 5 pairs do not look alike but have the same number of dots and the same ranking value. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. Once familiar with the simple rankings, the game becomes easy to play. Each player is dealt 4 tiles, which are arranged into 2 separate hands. In order to win, the rankings of both hands must be higher than the rankings of the banker's hands. If one hand is higher and one hand is lower than the banker's hands, then it will be considered a "push" (even bet). The opportunity to bank the game is offered twice each round to each player, in turn, in a counter clockwise rotation. The dealer distributes 8 hands of 4 tiles each (32 tiles) to the players. A dice cup with 3 dice determines the distribution. All bets must be placed before the dice cup is opened. After all the players have set their hands, the banker's hand is opened and set. The banker's hand is compared to the player's hands, one by one, and the payoffs are made by the dealer. The bankers win all identical ranking hands.

Pai Gow is an exciting, fast-paced game and as you first start to play the game, it may be difficult to remember all the possible rankings, so use the handy guide provided by the casino staff whenever necessary.

#### **RULES FOR PAI GOW TILES:**

- 1. The Normandic Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Normandie Casino.
- 2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each circle/seat.
- 4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5. Any amount over the maximum table limit will receive no action.
- 6. There is NO MAXIMUM on Player/Dealer wagers.
- 7. "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10. All action goes counter-clockwise, starting with the action button.

- 11. All cash will be changed to chips. All bets will be paid off in chips.
- 12. The active player cannot refuse backline bets.
- 13. Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision and is the only one allowed to handle the tiles. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 14. In the Player/Dealer position, the active player makes the final decision on any disagreement on the play of the hand.
- 15. The active Player/Dealer may designate any person to shake the dice. Each player may not shake the dice more than two times consecutively.
- 16. Once the House Supervisor has released the dice and announced "no more bets", no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be bared from play and subject to prosecution.
- 17. The Player/Dealer's hand will not be opened until all hands have been set.
- 18. All players must put the entire wager in the betting circle(s) before the dice are released by the House Supervisor. Only money in the betting circle plays. Starting "money covers" or other call bets is NOT acceptable. In the Player/Dealer's position "Buying hand(s)" is NOT acceptable at any time.
- 19. Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 20. No side bets or proposition bets are allowed
- 21. The active player has the first option of being the Player/Dealer on his seat. If the active player refuses to be the Player/Dealer, then anyone can be the Player/Dealer on that seat, whether there was a wager on the previous hand or not.
- 22. Any attempts to switch, pass, and/or hold out tiles will cause a hand to be foul and the forfeiture of that wager or the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 23. Any player removing a losing bet may be barred and/or subject to prosecution.
- 24. A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money cover), if the correct amount of the wager cannot be determined.
- 25. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".
- 26. A player may see one hand only, regardless of the number of hands on which he has wagered.
- 27. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
- 28. No wager can be removed until all hands are opened and settled.
- 29. Any "House Way" hand improperly set by the House Supervisor will be reset by Management.

- 30. The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
- 31. The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 32. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

## NORMANDIE CASINO PG TILES HOUSE WAY

## 1. The following pairs cannot be separated/split:

H-4, L-4, Mix 5s, H-6, L-6, H-10, L-10, 11.

## 2. The pairs can be separated/split:

Gee Joon: with 4 \* 6 ~ play 7 \* 9

Gee Joon: with 5 \* 6 ~ play 8 \* 9

Gee Joon: with 6 \* 6 ~ play 9 \* 9

Pair of 7's with H10, L10, 11, Teen, Day (any two).

Pair of 8's with H10, L10, 11, Teen, Day (any two)

(with 11\* 9 ~ play 7\*9)

Pair of 9's with H10, L10, Teen Day (any two).

Pair if Teen's or Day's: with any two H4, L4, Mix5, H6, L6, Gee Joon, H7, Mix7, H8, Mix8.

## 3. Playing of Teen (12), Day (2)

If there is a wong, Gong, or 9 and the front is at least 3 points, ~ play 3, H6 or better in front.

When there are a Teen and a Day, separate them. Teen always in the back hand.

Exception: Day, any 10, 11, Teen, ~ play Teen 2, Day 3.

## 4. Playing of H10, L10

H10 always placed in the front hand, and L10 placed in the back hand.

Exception: L8, Mix 9, H10, L10, ~ play 8, H9. Mix 9, H10, L10, 11, ~ play 1, H9.

## 5. Play Nothing, 7

Teen or Day, H10, L10, Mix 5, ~ play Nothing, 7. Any 6, H10, L10, 11, ~ play Nothing, 7.

## 6. Play Nothing, 8 or Nothing, 9

Teen or Day, H10, L10, any 6 or 7 ~ play Nothing 8 or Nothing 9.

Any 7 or 8, H10, L10, 11, ~ play Nothing 8 or Nothing 9.

# H4, L4, Mix 5, H6, L6, ~ play Nothing 9. NORMANDIE PAI GOW TILES HOUSE WAY (Mixed

Don	ninos)			·	
	1. Teen 12/	Day 2	Three	Mix 5	
	H6/L6	Play 7, 9			
	2. Teen 12 H 6 / L 6		Day 2	H4/L4	
	3. Teen 12/			H 6	
	L 6	_			
	4. Teen 12/			H 10	
			Nothing, 7		
			H 6/L 6	H 10/ L 10	
	11	Play 3, 6			
	<ul><li>6. Teen 12</li><li>11</li><li>7. Any Jokes</li></ul>		Day 2	H 10/ L 10	
	_ 11	Play	H 2, 3		
	7. Any Joker	•	H 4	L 4	
	Mix 5	Play H 7,	9		
	8. Any Joker		H 4/ L 4	H 6/ L6	
	H7/L7				
	9. Any Joker		Mix 5	H 6	
	H7/L7		** *		
	10. Any Joker			L 6	
	H7/L7			Y .	
	11. Any Joker			L 6	
	11	Play H 7,	9	_	
	12. H 4 H 8	Diarr 2 0	L 4	5	
	13. H 4	Play 3, 6	L 4	E	
	H 8	Dlor 2 LI		5	
	14. H 4	Play 3, H	L 4	5	
	H 7/L 7	Play 1, H		3	
	15. H 4	11ay 1, 11	L 4	5	
	9	Play 4, 8	D¬	3	
	16. H 4	1 1ay 1, 0	L 4	H 10	
	11	Play 4, H		11 10	
	17. H 4	1	L 4	L 10	
	11	Play H 4,		2 10	
	18. H 4		H 6/ L 6	H 8	
	L 8	Play 2, H	-		
	19. L4	J ~,	H 6/ L6	H 8	
	L 8	Play H 2,	•		
	20. H 4	2 /	H 7/L7	H 8	
	L 8	Play 2, H	•		
		<b>5</b> /			

21. L4	<b>D</b>	H 7/ L 7		H 8	3
L 8 22. H 4	Play H 2,			HO/IC	•
9	Play 3, 5	H7/L7		H8/L8	)
23. L4	1149 0, 0	H7/L7		H8/L8	3
9	Play 1, 7	,		,	
24. Mix 5		H 10		L 10	
11	Play H 1,				
25. H 6/L 6 L 8	Dlov H A	H7/L7		H 8	
26. H 6/L 6	Play H 4,	H7/L7		H8/L8	
9	Play 5, 5	11 1/ 11		11 0, 12 0	
27. H 6	J , -	7, Mix 8	or 9	H10	o
L 10	Play H 6,	Mooy 7, 8	, 9		
28. H 6/ Mix (		H 8/L8		H 1	0/ L
10 11	Play 7, 8	110			7.0
29. H 7/L 7 9	Play 6, 6	Н8			L8
30. H7/L7	riay 0, 0	Н8			H10
11	Play 7, 9	110			1110
31. H7 / L7				L10	
11 Play	8, 8				
32. H7 / L7		L8		H10	) / L10
11	Play 8, 8				
33. H7	Dl 7 7	L7		H10	
L10 34. H7	Play 7, 7	ī -7		TT10 / T1	^
11	Play 7, 8	L7		H10 / L1	.U
35. Pair of H8	1 lay 1, 6			9	
11	Play 7, 9			•	
36. Pair of H8				H10	L10
Play 8, 8					— <b> 2</b>
37. Pair of L7			H10		L10
Play 7, 7					
38. Pair of L7			H10	/ L1011	
Play 7, 8 39. Pair of L8			^	4 4	
Play 7, 9			9	11	
40. Pair of L8			H10	L10	
Play 8, 8			111 <b>V</b>	1310	
41. Pair of 9			H10	L10	
Play 9, 9					

.

42. Teen 12	Day 2	H1	0 / L10
Any 4, 5, 6	4, 4 / 4, 5 / 4, 6		
43. H6	L6	5	11
Play 1, H7			
44. H7	L6	5	11
Play 1, 8			
45. H6	L6	H4 / L4	11
Play Nothing	, 7	·	
46. L10	11	L8	H8
Play 8, H9			
47. H4	L6	H7 / L7	11
Play Nothing,	, 8	,	
48. H4	L6	H7 / L7	H10
/L10 Play Not	thing, 7	ŕ	
49. H10	H8	H7 / L7	11
Play 7, 9		•	
50. L6	H6	5	H10 / L10
Play 2, 5			•

51. If there are at least Chong 6 with 3 Points or better, Then play as front hand

If there are at least 7 points or better, Then play as back hand.

If there are less than 7 points in the back, then play the stronger front hand

- 52. Low 3 Play Sook 7 or better.
- 53. Low 6, any 7, 11, and any 4 or 5; Play 0, 8 or 1, 8
- 54. Low 6, any 7, 10, and any 4 or 5; Play 0, 7 or 1, 7
- 55. Low 4, 9, any 7, any 8; Play 0,7

## **CASINO POLICY:**

- Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.

- 4. No player may touch their tiles when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.



## **LIMITS AND COLLECTIONS:**

<u>GAME LIMIT</u>	<u>PLAYER</u>	<b>BANK</b>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00
\$300-\$500	\$3.00	\$5.00	No Jackpot



## Joker not Wild Version

## **GENERAL PLAY:**

#### **OBJECT OF THE GAME**

The object of the game is to have a higher-ranking hand than your opponents. Each seven-card hand is divided into two separate Poker hands, a two-card front hand, and a five-card backhand. In order to have a winning hand both Poker hands must rank higher than your opponents.

#### STRUCTURE OF THE GAME

Pai Gow Poker is played with a total of 53 cards (52 cards and a joker). Hand ranking are based on traditional poker rankings. Listed below are the traditional Poker rankings from highest to lowest.

- 1. Five Aces
- 2. Royal Flush
- 3. Straight Flush
- 4. Four-of-a-kind
- 5. Full House
- 6. Flush
- 7. Straight
- 8. Three-of-a-kind
- 9. Two-Pair
- 10. One-Pair
- 11. High Card

The cards are dealt face down to as many as 7 players by the house dealer. The dealer controls the shuffling and dealing of the cards as well as the collections and pay-offs. The Casino and its employees do not participate in the play of the hands nor do they have any interest in the outcome of the play.

#### PLAY OF THE GAME

All U.S. currency must be converted into chips, no cash play will be allowed. All bets are to be placed before dice cup is opened.

All wagers must be between the designated limits (i.e. \$10.00-\$100.00). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of the 7 players becomes the designated banker and a bank button is placed in front of that seat. The banker is determined in a new game by starting in seat #1 and continues clockwise. Each player in turn has the opportunity to either pass the bank or to become the banker. The

banker may bank up to two times in that seat or pass the bank after the first hand. All remaining players will each play their hands against the banker's hand.

The house dealer shuffles and divides the 53-card deck into 7 hands; each hand contains 7 cards, 4 cards that remain are excluded from play. The banker chooses one of the 7 hands to place an action button. This action hand will always be the first hand delivered and the first hand to win, lose, or push. A dice cup containing three dice is given to the banker to shake. The sum of the dice determines which seat the action hand is delivered.

When the house dealer announces "no more bets" and the dice cup is opened, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over. The players set their hands by making a 2 card front hand and a 5 card backhand. They will then lay both hands down separately in the designated boxes next to their wager.

When the house dealer sees that all players' cards are down, he will announce, "All hands are set". The players may not touch their cards for the remainder of the hand. The house dealers will the reveal the banker's cards and give the banker his options and set the hand to his choosing. The house dealer will get confirmation from the banker then proceed to open the action hand. In order for the player to win, both two-hand and five-card hands must rank higher than those of the banker's hand. If only one hand ranks higher, it is a push and neither side wins. If one hand is identical in rank to the bankers hand that is a "copy" and the bankers hand wins on all "copy hands". If both hands rank lower than the bankers hand, the player's hand loses to the banker.

#### **RULES**

- 1. In Pai Gow Poker "Joker Not Wild" version, the Joker can only be used as and Ace or only to complete a Straight, Flush or Straight flush hand.
- 2. Players must have a full minimum bet after the time the hand begins. If the bet is less than the minimum requirement, players can only push or lose.
- 3. All action proceeds in a clockwise direction starting from the action button.
- 4. The total count of the dice determines which player receives the first hand, counting from the banker's seat as #1 proceeding clockwise. The banker's position is always 1, 8, and 15.
- 5. Once the dice is exposed, no one can add or subtract any portion of his/her wager. The penalty for such action is the possible forfeiture of the wager.
- 6. Once a player has received his/her cards, any attempt to add or subtract any portion of his wager will result in forfeiture of the wager. Any player found guilty of such action will be permanently barred from the casino and may be subject to prosecution.
- 7. It is the player's responsibility to inform the house dealer if they receive the wrong number of cards the game requires (7 cards). Any player not informing the house dealer regarding any card discrepancies after the banks hand has been opened will have a fouled hand.
- 8. "Kum-Kum" or partnership bets will be permitted only if the amounts are equal. Players who choose to be "Kum-Kum" must wager at least the minimum bet permitted at the table.
- 9. In the event of a disagreement among players betting on the same seat, the player with the largest single wager makes the final decision on how the hand is to be played. If wagers are even, the player who paid the collection makes the decision. If both players paid collections, the person who shakes the dice makes the decision. If neither player shook the dice, the seated player makes the final decision.
- 10. Players may only look at one hand regardless of how many hands are wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's House Way. (An example: if a player bet on that spot sets the hand and

fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the House Way for the back line player.)

11. Statements regarding the value of hands are not binding. The cards speak for themselves.

12. If a player sets his hand with the highest two-card hand in front (meaning the five-card hand does not rank higher than the two-card hand) the hand is fouled and the wager is forfeited to the extent that the money covers.

13. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.

14. There will be no hands "conceded". All hands will be exposed and read by the dealer to the extent that money covers.

15. Player is responsible for the final setting or may offer advice our logical way upon request, but he/she will not be held responsible for the final decision.

16. If hands are set with an improper number in the front and the backhand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and the backhand has four cards).

17. If it is discovered that the action button is placed in the wrong position after the hands are delivered and the dice cup is closed, the action will play as is.

18. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hand are set, the house dealer will set the players' hand the logical way.

19. After the bank hand is exposed, players may not touch their cards or their wagers. The penalty for such action is the possible forfeiture of the wagers.

20. Player who removed a winning wager from the betting circle may be paid the minimum bet at the floor person discretion if the amount of the wager cannot be determined.

21. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

#### **DECISIONS**

- 1. If an active player chooses not to bet on his/her spot for whatever reason, that player may not prohibit any other player from betting on that spot. Once any player has wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
- 2. Player who occupies a seat must place a bet within four hands on that table. If not, the next player on the waiting list will be assign to have that seat.
- 3. If the deck is cut too short (7 cards or less), it must be reshuffled by the dealer.
- 4. A boxed or exposed card on the deal will be replaced after the deal is finished, with the first of the remaining four cards.
- 5. It is required that a seated player bet six (6) times per round to qualify for banking privileges.
- 6. A seated player must have had action somewhere on the table to have the 1<sup>st</sup> option to be the player/dealer in his/her spot. 2<sup>nd</sup> option will go to the player that bet on the spot previously. Players cannot bank on an empty seat if there is any objection.
- 7. Player may lock up his/her seat up to 20 minutes only if he/she already established playing at least 30 minutes.
- 8. A player may shake the dice as many times as he/she wants.
- 9. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be re-shake again by the dealer and the banker.
- 10. If 3 or more seats are locked up, all of the seats will be opened by a Floor person.
- 11. A misdeal will be declared if:
  - a. The joker or an ace is boxed or exposed.
  - b. Two or more boxes or exposed cards on the deal.

12. Deck changes: Only the banker can request a deck change. A player may request a deck change only if the banker agrees. Once the cut is completed, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.

3. The house dealer may set more than one player's hand on any one deal according to the

logical way.

14. Once the dealer has helped set the player's hand, the house dealer cannot advise the

player/dealer how to set his/her hand.

- 15. Players may only look at one hand, regardless of the number of hands wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's Logical way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the Logical way for the back line player.).
- 16. All players are responsible for their hands. If the player only bet one seat they are responsible for how that hand is set. If a player fouled a hand with a back line bet, that bet will lose if that player only has one bet. All players have the option to double-check how the hand is set.

17. If a player with multiple hands wagered allowed another player to set any of their hands he accepts the outcome of that hand regardless if it is foul or misplayed

- 18. A hand that is misread by house dealer, who originally set up the hand, cannot be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled or lowered front and lowered behind. For example: (2/7)/ (6, 5, 4, 3, 2), this obviously is set wrong and therefore Floor personnel will reset the hand according to the House Way.
- 19. The player/dealer's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
- 20. If two different players both paid for a color buy of the same amount. The first person to purchase their color buy makes the decision on that hand.
- 21. If the bank hand is open and a player with a wager loses (or thinks he/she loses), and the player pushes their wager on top of their cards (technically surrendering), the floor person must immediately be called and will warn the player that any future occurrence will result in that hand losing automatically. If there are back line bets on that hand, these players who are innocent of any wrong doing will be allowed to play the hand as is (win, lose or push).
- 22. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

## CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.

- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.
- 4. No player may touch their cards when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.
- 10. Player must play at least one hand before qualifying for banking privileges



Joker not Wild Version

## **LIMITS AND COLLECTIONS:**

GAME LIMIT	<u>PLAYER</u>	<u>BANK</u>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00
\$300-\$500	\$3.00	\$5.00	No Jackpot



"Joker Wild"

## **GENERAL PLAY:**

#### OBJECT OF THE GAME

The object of the game is to have a higher-ranking hand than your opponents. Each seven-card hand is divided into two separate Poker hands, a two-card front hand, and a five-card backhand. In order to have a winning hand both Poker hands must rank higher than your opponents.

#### STRUCTURE OF THE GAME

Pai Gow Poker is played with a total of 53 cards (52 cards and a joker). Hand ranking are based on traditional poker rankings. Listed below are the traditional Poker rankings from highest to lowest.

- 1. Five of a kind
- 2. Royal Flush
- 3. Straight Flush
- 4. Four-of-a-kind
- 5. Full House
- 6. Flush
- 7. Straight
- 8. Three-of-a-kind
- 9. Two-Pair
- 10. One-Pair
- 11. High Card

The cards are dealt face down to as many as 7 players by the house dealer. The dealer controls the shuffling and dealing of the cards as well as the collections and pay-offs. The Casino and its employees do not participate in the play of the hands nor do they have any interest in the outcome of the play.

#### PLAY OF THE GAME

All U.S. currency must be converted into chips, no cash play will be allowed. All bets are to be placed before dice cup is opened.

All wagers must be between the designated limits (i.e. \$10.00-\$100.00). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of the 7 players becomes the designated banker and a bank button is placed in front of that seat. The banker is determined in a new game by starting in seat #1 and continues clockwise.

Each player in turn has the opportunity to either pass the bank or to become the banker. The banker may bank up to two times in that seat or pass the bank after the first hand. All remaining players will each play their hands against the banker's hand.

The house dealer shuffles and divides the 53-card deck into 7 hands; each hand contains 7 cards, 4 cards that remain are excluded from play. The banker chooses one of the 7 hands to place an action button. This action hand will always be the first hand delivered and the first hand to win, lose, or push. A dice cup containing three dice is given to the banker to shake. The sum of the dice determines which seat the action hand is delivered.

When the house dealer announces "no more bets" and the dice cup is opened, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over. The players set their hands by making a 2 card front hand and a 5 card backhand. They will then lay both hands down separately in the designated boxes next to their wager.

When the house dealer sees that all players' cards are down, he will announce, "All hands are set". The players may not touch their cards for the remainder of the hand. The house dealers will the reveal the banker's cards and give the banker his options and set the hand to his choosing. The house dealer will get confirmation from the banker then proceed to open the action hand. In order for the player to win, both two-hand and five-card hands must rank higher than those of the banker's hand. If only one hand ranks higher, it is a push and neither side wins. If one hand is identical in rank to the bankers hand that is a "copy" and the bankers hand wins on all "copy hands". If both hands rank lower than the bankers hand, the player's hand loses to the banker.

#### **RULES**

- 1. In Pai Gow Poker "Joker Wild", the joker is wild and may be used as any card. However, when in front, it denotes a pair. Aces may be used as high or low.
- 2. Players must have a full minimum bet after the time the hand begins. If the bet is less than the minimum requirement, players can only push or lose.
- 3. All action proceeds in a clockwise direction starting from the action button.
- 4. The total count of the dice determines which player receives the first hand, counting from the banker's seat as #1 proceeding clockwise. The banker's position is always 1, 8, and 15.
- 5. Once the dice is exposed, no one can add or subtract any portion of his/her wager. The penalty for such action is the possible forfeiture of the wager.
- 6. Once a player has received his/her cards, any attempt to add or subtract any portion of his wager will result in forfeiture of the wager. Any player found guilty of such action will be permanently barred from the casino and may be subject to prosecution.
- 7. It is the player's responsibility to inform the house dealer if they receive the wrong number of cards the game requires (7 cards). Any player not informing the house dealer regarding any card discrepancies after the banks hand has been opened will have a fouled hand.
- 8. "Kum-Kum" or partnership bets will be permitted only if the amounts are equal. Players who choose to be "Kum-Kum" must wager at least the minimum bet permitted at the table.
- 9. In the event of a disagreement among players betting on the same seat, the player with the largest single wager makes the final decision on how the hand is to be played. If wagers are even, the player who paid the collection makes the decision. If both players paid collections, the person who shakes the dice makes the decision. If neither player shook the dice, the seated player makes the final decision.
- 10. Players may only look at one hand regardless of how many hands are wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the

Normandie Casino's House Way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the House Way for the back line player.)

11. Statements regarding the value of hands are not binding. The cards speak for themselves.

- 12. If a player sets his hand with the highest two-card hand in front (meaning the five-card hand does not rank higher than the two-card hand) the hand is fouled and the wager is forfeited to the extent that the money covers.
- 13. Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
- 14. There will be no hands "conceded". All hands will be exposed and read by the dealer to the extent that money covers.

15. Player is responsible for the final setting or may offer advice our logical way upon request, but he/she will not be held responsible for the final decision.

16. If hands are set with an improper number in the front and the backhand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and the backhand has four cards).

17. If it is discovered that the action button is placed in the wrong position after the hands are delivered and the dice cup is closed, the action will play as is.

- 18. The banker's hand will not be opened until all other hands have been set. In the case in which the banker's hand is opened before all hand are set, the house dealer will set the players' hand the logical way.
- 19. After the bank hand is exposed, players may not touch their cards or their wagers. The penalty for such action is the possible forfeiture of the wagers.

20. Player who removed a winning wager from the betting circle may be paid the minimum bet at the floor person discretion if the amount of the wager cannot be determined.

21. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

#### **DECISIONS**

- 1. If an active player chooses not to bet on his/her spot for whatever reason, that player may not prohibit any other player from betting on that spot. Once any player has wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
- 2. Player who occupies a seat must place a bet within four hands on that table. If not, the next player on the waiting list will be assign to have that seat.
- 3. If the deck is cut too short (7 cards or less), it must be reshuffled by the dealer.
- 4. A boxed or exposed card on the deal will be replaced after the deal is finished, with the first of the remaining four cards.
- 5. It is required that a seated player bet six (6) times per round to qualify for banking privileges.
- 6. A seated player must have had action somewhere on the table to have the 1st option to be the player/dealer in his/her spot. 2nd option will go to the player that bet on the spot previously. Players cannot bank on an empty seat if there is any objection.
- 7. Player may lock up his/her seat up to 20 minutes only if he/she already established playing at least 30 minutes.
- 8. A player may shake the dice as many times as he/she wants.
- 9. If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be re-shake again by the dealer and the banker.
- 10. If 3 or more seats are locked up, all of the seats will be opened by a Floor person.
- 11. A misdeal will be declared if:
  - a. The joker or an ace is boxed or exposed.

b. Two or more boxes or exposed cards on the deal.

12. Deck changes: Only the banker can request a deck change. A player may request a deck change only if the banker agrees. Once the cut is completed, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.

13. The house dealer may set more than one player's hand on any one deal according to the

logical way.

14. Once the dealer has helped set the player's hand, the house dealer cannot advise the

player/dealer how to set his/her hand.

- 15. Players may only look at one hand, regardless of the number of hands wagered. Player may be "Active" player on only one circle and only one hand. In the case if player bet more than one spot and all other spots will be set by either player that has a bet on that spot or by house dealer if it is requested. These hands cannot be fouled and will be set according to the Normandie Casino's Logical way. (An example: if a player bet on that spot sets the hand and fouls his hand through carelessness, only his money will be forfeited. Floor man will reset the hand the Logical way for the back line player.).
- 16. All players are responsible for their hands. If the player only bet one seat they are responsible for how that hand is set. If a player fouled a hand with a back line bet, that bet will lose if that player only has one bet. All players have the option to double-check how the hand is set.

17. If a player with multiple hands wagered allowed another player to set any of their hands he accepts the outcome of that hand regardless if it is foul or misplayed

- 18. A hand that is misread by house dealer, who originally set up the hand, cannot be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "Logical way" and play will continue. A banker's hand can never be set fouled or lowered front and lowered behind. For example: (2/7)/ (6, 5, 4, 3, 2), this obviously is set wrong and therefore Floor personnel will reset the hand according to the House Way.
- 19. The player/dealer's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
- 20. If two different players both paid for a color buy of the same amount. The first person to purchase their color buy makes the decision on that hand.
- 21. If the bank hand is open and a player with a wager loses (or thinks he/she loses), and the player pushes their wager on top of their cards (technically surrendering), the floor person must immediately be called and will warn the player that any future occurrence will result in that hand losing automatically. If there are back line bets on that hand, these players who are innocent of any wrong doing will be allowed to play the hand as is (win, lose or push).

22. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary

to the strict and technical interpretation of the rules.

#### **CASINO POLICY:**

- 1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.
- 4. No player may touch their cards when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.
- 10. Player must play at least one hand before qualifying for banking privileges

	Pai Gow Poker
<u> </u>	Logical Way
NO PAIR	
Pu	t 2nd and 3rd highest cards in front
NO PAIR PLU	
Pu	t the second highest card plus the joker in the back, the highest & the third
hig	hest cards in front.
ONE PAIR	
	pair in back, highest two other cards in front.
TWO PAIRS (	One pair plus the joker - Use two pairs rule.)
	Pair is A's, K's, Q's
	vays Split.
\[	Pair is J's, 10's, 9's
	eds at least an ACE in front; otherwise split.
	Pair is 8's, 7's, 6's
	eds at least a KING in front; otherwise split.
<del></del>	Pair is 5's, 4's, 3's, 2's
	eds at least a QUEEN in front; otherwise split.
\ <del></del>	LUS THE JOKER
	the highest single card and the joker in front, unless either pair is larger than
	single largest card, then place the largest pair in front.
THREE PAIRS	<del></del>
	highest pair in front.
THREE OF A I	
	ee Aces: Put one Ace and the highest card in front, pair of ACES in the back.
	ee KING'S and below, never split.
	e: two (3 0f a kind) split the highest one.
	KIND PLUS THE JOKER
	ays put a joker and the highest single card in front, three of a kind in
FULL HOUSE	back.
	t the policy front the three of a hind in the book
	t the pair in front, the three of a kind in the back. PLUS THE JOKER
	· · · · · · · · · · · · · · · · · · ·
FOUR OF A K	the highest permissible pair in front with a complete hand in the back.
<del></del>	
	ur ACES, KING'S or QUEEN'S: Always split. ur JACK'S, 10'S, 9'S: Needs at least a Ace in front , otherwise split.
	ur 8'S, 7'S, 6'S: Needs at least a King in front, otherwise split.
	ur 5'S, 4'S, 3'S, 2'S: Needs at least a Queen in Front, otherwise split.
	ND WITH A PAIR
	yays put a pair in front and the four of a kind in the back.
	ND PLUS THE JOKER
	t a joker and the highest single card in front, four of a kind in the back
	USH OR STRAIGHT-FLUSH
	th no Pair or One pair: Always play the complete hand ( Straight or Flush).
	th Two Pairs: Play according to two pairs strategy.
	raight. Flush or Straight-Flush: Play what ever gives you the highest front.



"Joker Wild"

## **LIMITS AND COLLECTIONS:**

<u>GAME LIMIT</u>	PLAYER	<u>BANK</u>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00
\$300-\$500	\$3.00	\$5.00	No Jackpot

#### LOWBALL RULES

California Lowball is a form of draw poker, where the lowest hand wins. The best hand is A-2-3-4-5. Each player is dealt five cards face down, after which there is a round of betting, players may bet raise or fold. Players remaining in the pot have the option of trying to improve their hands by drawing cards. After the draw the bets double. Lowball is played with a standard 52 card deck, plus a joker, which is considered the lowest card not already in the players hand. Straights and flushes have no effect on the value of the hand.

- 1) Cards speak, however a verbal declaration is binding. If a player declares a "7" he must produce a "7" or better to win the pot. If you miscalled your hand and cause another player to foul his hand, your hand will be considered dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multiplayer pot, the miscalled hand is dead and the best remaining hand wins the pot. For your protection, please hold your cards until you see your opponent's cards.
- 2) If when it is a persons turn to declare their hand a person turns over one card in a manner that appears to be declaring that hand causing another player to foul his hand. This will be considered the same as miscalling a hand.
- 3) Any player spreading a hand with a pair in it must announce the pair or risk losing the pot if it causes a player to foul their hand, if the hands remain intact, the best hand wins.
- 4) A new or returning player has two options, wait for the blind, or kill the pot.
- 5) A player may look at three cards and kill the pot.
- 6) A player who wins any two pots in a row must kill the next pot.
- 7) A player must have a full blind to play.

- 8) Before the draw an exposed card of seven or less must be taken, an exposed card higher than a seven must be replaced. The exposed card will become the burn card.
- 9) During the draw an exposed card cannot be taken. The draw is completed and then the exposed card is replaced.
- 10) It takes five cards to have a legal playing hand; more or less than five cards after the draw is a dead hand. Before the draw if you have fewer than five cards, and there has been no action, you may receive additional cards. If action has occurred you may draw cards necessary to complete the hand. However, the dealer position may still receive a fifth card even if action has taken place.
- 11) No check and raise is allowed.
- 12) There is no limit on raises.
- 13) Once you ask for cards, you may change your draw, only if no cards have been taken off the deck, and no player has acted on their hand.
- 14) If a player asks how many cards have been drawn before action he must be told, after action you are not obligated to tell and the dealer cannot tell.
- 15) Rapping the table in turn constitutes either a pass, or a pat hand.
- 16) If you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any of the subsequent bets. You are still eligible to win whatever was in the pot before the draw if you have the best hand. If your hand loses you will lose the pot and any additional bets.
- 17) In the event of an all-in bet that is less than half, a seven or better may call the bet and win, however he must complete the bet to receive any overcalls.

## **SEVEN-CARD STUD**

Seven-card stud is played with two down cards and one up card dealt before the first betting round, followed by three more up cards (with a betting round after each card). After the last down card is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

#### Rules of Seven-Card Stud

- 1) The first round of betting is initiated with a forced bet by the lowest value up card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.
- 2) The player with the forced bet has the option of opening for a full bet.
- 3) Completing an opening forced bet does not count as a raise but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet) three additional raises are then allowed.
- 4) In all fixed-limit games, when an open pair is showing on fourth street (second up card), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand you may bet either \$5-\$10, if you bet \$5 any succeeding player has the option to call \$5, raise \$5 or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks then all other players still have the same options.

- 5) In all games, the dealer announces the low card, the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes.
- 6) If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt face up, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
- 7) If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
- 8) If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
- 9) If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
- 10) If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
- 11) If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
- 12) If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting

has concluded, the uealer reburns and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards.) If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

- 13) If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer will then scramble and cut these cards, burn again, and deliver the remaining down card using the last card if necessary. If there are not as many cards as players remaining without a card the dealer will not burn, so that each player can receive a fresh card. If it's determined that there will not be enough fresh cards for all remaining players, the dealer will announce to the table that a community card will be used. The dealer will then burn a card and turn one card face up in the center of the table this card plays in everyone's hand. The player who is now high on board using the community card initiates the action for the last round.
- 14) If you pick up your up cards without calling a bet when facing a wager, your hand is dead.
- 15) You must have seven cards to win at the showdown.
- 16) A card dealt off the table must play and it is treated as an exposed card.
- 17) If the dealer turns the last card face up to any player, the following rules apply:
  - a) If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting a player whose last card is exposed will have the option of participating in the wagering or being declared all in.
  - b) If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the

player with the exposed card will have the option of deciaring all in. This decision must be made prior to any action on that round.

In any of the above situations the player who is now high on the board using all the up cards will start the action.

17) If you call a bet even though you are beaten by an opponents up cards, you are not entitled to a refund.

#### **OMAHA**

Omaha is played high-low split, 8-or-better. You may use any combination of two hole cards and three board cards for your high hand and another (or the same) combination of two hole cards and three board cards for your low hand.

#### Rules of Omaha High Low Split 8 or better

- You must use two of the four hole cards in your hand and three cards on the board to make a valid hand.
- 2) All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
- 3) All the rules governing "kill pots" are listed in the section on kill pots.
- 4) A qualifier of 8-or-better for low is required for all high-low spot games, unless a specific posting to the contrary is displayed.
- 5) If there is no low hand, the high hand wins the entire pot.
- 6) You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards with three board cards.
- 7) All other Hold'em rules apply.

#### HOLD'EM

In Hold'em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination form among the board and personal cards. A player may even use all the board cards and no personal cards to form a hand. This is called "playing the board".

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button and the big blind is posted by the player two positions clockwise the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button *must* move forward and the blinds adjust accordingly.

#### **Blinds**

A new player entering a game, may come in at any time without posting a blind. If he is in the blind position, he may post the blind, or wait for the button to pass. A player changing tables may post at any time, or wait for the blind.

#### **Irregularities**

- 1) If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down card is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
- 2) If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
- 3) Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

4) In Hold'em, if the dealer mistakenly deals the first player's extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

## Playing the Board

 You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.

# 21st CENTURY BACCARAT Face Up Version

#### SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.

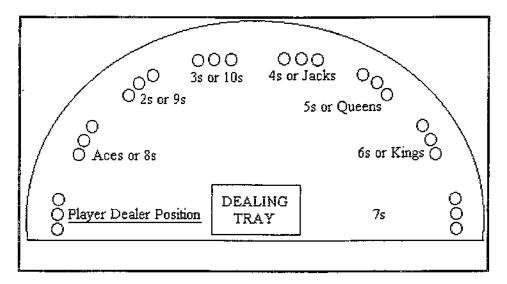
Player must stay on 7 or more and hit on 0 to 4. Each player options on 5 & 6 are: a) stand; b) hit and take a community card. Player/dealer must hit on 0-5 and stand on 6-9 or more. House way: Hit on 0-5 and stand on 6-9

#### BASIC CONCEPT& RULES

- 1. The object of the game is to form a hand that equals "9" or as close to it as possible
- 2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

- 4. There are no Jokers.
- 5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
- 6. Cards between 1 and 9 have face value.
- 7. Picture cards and 10's are counted as 0.
- 8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- 9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
- 10. The house dealer deals two- two card hands, in rotation, one at a time.
- 11. Players in seats 1 -8 receive two community cards, face up.
- 12. The player/dealer receives two cards. The first card is face up. The second card is face down.
- 13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:
  - Stand and keep wager on the Stand Line;
  - b) Hit and take a community card by moving wager to Hit Line.
- 15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



- 17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 18. Players with hands valued at 7 to 9 must stand.
- 19. Players with hands valued at 0 to 4 must hit.
- 20. Players have options on 5 and 6.
- 21. The Player/dealer wins all ties on zero and one on the base game.
- 22. The player /dealer will lose all ties to player's tie wager.
- 23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
- 24. The Player/dealer must hit on 5s or below and must stand 6s and above.

- 25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.
- 26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.
- 27. All bets for the base game and tie bet must be between the minim and maximum table limit.
- 28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

# Early Tie Bet

- 1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
- 2- The total Tie wager or the original base game wager cannot exceed table limit.
- 3- Players must place a wager for the base game to be able to wager on the tie bet.
- 4- the base game wager must be larger than the tie bet wager.
- 5. There is no collection for the tie bet.
- 6-All tie bets will be paid 8 to1
- 7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

## Late Tie Bet

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager. No Tie bets allowed in the following situations:

5 vs. 5

6 vs. 6

7 vs. 7

8 vs. 8

9 vs. 9

- 1-The late tie bet wager cannot exceed the early tie bet wager
- 2-. There is no collection for the tie bet.
- 3-All tie bets will be paid 8 to1

#### Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player	
\$5- \$50	\$1	50c	
\$10-\$100	\$2	\$ 1	
\$50-\$300	\$3	\$ 2	
\$100-\$500	\$ 5	\$ 3	

#### PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never

#### VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of  $\underline{0}$ .
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

## **Ranking Chart**

Sequence	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

# Hand Ranking Chart Hand Ranking Chart

Hand	Ranking	Chart
,		
1	9	
2	8	
3	7	·
4	6	
5	5	
6	4	
7	3	
8	2	·
9	1	
10	0	

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for	· Player	<b>Dealer</b>
Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

## PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
7 OR MORE	4 OR LESS	<u>5&amp; 6</u>

## **MEXICAN POKER**

Mexican poker is similar to 5 card stud and is played with a standard deck stripped to 41 cards. The 8's, 9's and 10's are removed, the joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which one card must be face down. After the first two cards are dealt (one up and one down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

#### Rules for Mexican Poker

- 1) The joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
- 2) The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option opening at either the lower or upper limit.
- 3) The highest hand will start the action on the following rounds. Hands are considered to be of equal value whether or not one hand may include the joker. The closest of such hands to the dealer acts first.
- 4) If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all in". If the joker is inadvertently exposed, it will play as if it had been dealt face down-"wild" in all cases.
- 5) The following hands are considered the same as a straight due to the removal of 8's, 9's, and 10's from the deck: "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"
- 6) If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
- 7) Because cards on 3<sup>rd</sup>, 4<sup>th</sup> & 5<sup>th</sup> streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

- 8) A card will be burned on each round, following the second round.
- 9) Check and raise is permitted.
- 10) All raises must be at least equal to the size of the last bet.
- 11) Cards speak Hold your hand until you are sure of what your opponent has.
- 12) Once a card touches the muck, that hand is considered foul. However, at the floor person's discretion, it may be considered retrievable.
- 13) No string bets or raises.
- 14) One short buy is allowed for every full buy-in.
- 15) If you show any cards to one player during or after the hand, any player at the table may demand that you show those cards to all players after a winner is determined.
- 16) No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
- 17) All players will act in turn. If a player checks, the player who checked first must show his hand first.
- 18) A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.
- 19) All Normandie rules apply. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

## Ranking of hands

From highest to lowest (a flush beats a full house)

- 1) Five of a kind
- 2) Royal Flush
- 3) Straight Flush
- 4) Four of a kind
- 5) Flush
- 6) Full House
- 7) Straight
- 8) Three of a kind
- 9) Two Pair
- 10) One Pair
- 11) High Card

Ace may be used as a 1 for a small straight "A-2-3-4-5" Any hand may include the joker.



## **MEXICAN POKER**

	COLLECTION	COLLECTION	COLLECTION
LIMIT	6 or 7 Players	5 players	, 4 Players or less
\$1-\$2	\$2.50	\$2.00	\$1.00
\$2-\$4	\$2.50	\$2.00	\$1.00
\$3-\$6	\$3.00	\$2.00	\$1.00
<b>\$4-\$</b> 8	\$3.00	\$2.00	\$1.00
\$6-\$12	\$4.00	\$3.00	\$2.00

Full collection to be taken after the fourth card has been delivered. No Jackpots on 3 players or less. No Jackpot collection will be collected.



## Introduction

A game similar to the more popular Pai-Gow Poker, <u>13 Card Chinese Poker</u> also known as Pusoy, Pepito, Xap Xam, Russian Poker, Luosong Pai Jiu, Sap Sam Cheung or Good, Better, Best has been and is still being played throughout Asia and other parts of the Continent where Asian influence or populations are present.

With just as much action and excitement as Pai-Gow Poker, 13 Card requires more skill and strategy of play due to the many combinations a hand can be set.

#### Arrangement of cards

The game is played by using a standard 52 card deck without a joker. Each player including the player/banker receives 13 cards in the initial deal.

Each player must set their 13 cards into three individual Poker hands.

- 1.Three cards on top which is also referred to as the front hand and the weakest amongst the three hands. (GOOD)
- Note: Since the front hand must consist of only three cards, three consecutive cards or three cards of the same suits have no value except for automatic (LUCK) hands. Please refer to *Automatic Win*.
- 2. Five cards in the middle hand which should rank higher than the top/front hand but lower than the bottom/back hand. (BETTER)
- 3. Five cards at the bottom which is also referred to as the back hand and the highest ranking amongst the three hands. (BEST)

A basic knowledge in Poker is needed to play 13 Card. The rankings for the two five card hand (middle and back hand) are based on standard Poker rankings with Royal flush as the highest and 2 + 3 + 4 + 5 + 7 (no pair, straight or flush) as the lowest.

#### Object of the game:

A Player's main goal is to beat the player/banker's three tier hand, top, middle and bottom (good, better, best) two out of three segments during the showdown.

## PLAY OF THE GAME:

All wagers are placed before play begins. All wagers must be between the designated limits (i.e. \$10.00-\$100). A collection is taken for each wager before play begins. The amount of each collection corresponds to the table limit.

One of four players becomes the designated player/banker and a bank button will be placed in front of that seat. The player/banker is determined in a new game by starting in seat #1 and continues clockwise. Each player in turn will have the opportunity to either pass the bank or become the player/banker. The player/banker may bank up to two times in their seat or pass the bank after the first hand.

All remaining players will each play their hands against the player/banker's hand.

The house dealer shuffles and divides all 52 cards (clockwise) into 4 hands; 13 cards in each hand. The player/dealer chooses one of the 4 hands to place an action button. The hand with the action button will be the first hand delivered and the first to receive action (win or lose). A dice cup containing two dice will be given to the player/banker to shake. The sum of the dice determines which seat the action hand is delivered, counting from the bankers seat as #1 and proceeding clockwise. The player bankers' seat is always counted as 1, 5 and 9.

The player/dealer sets his hand last after all remaining players have set and laid all 13 cards face down at the table with the 3 cards (top) closest to the house dealer and the 5 bottom closest to the player.

The showdown will commence after all players have set their hands. The house dealer will open the hands beginning with the action hand and compare it to the player/dealers hand. The showdown procedure will be done so in a way that is similar to Pai-Gow Poker with the top hand being opened and compared first, the middle hand second and then the bottom hand last. The winning hand will remain face up while the losing hand will be turned over. Remember that you need to beat the player/banker two out of three sets to win that particular hand.

#### Automatic Win!

Automatic hands which is also referred to as "Luck, Special hand" refers to a special combination of hand that gives a player an automatic win in their bet when these hands are acquired.

## Normandie Casino Automatic Hands:

- 1. Six pairs in a hand.
- 2. Four of a kind
- Straight flush.

- 4. Three straights.
- 5. Three flushes

Since 13 Card and Pai-gow Poker is played with a similar concept, the player/banker wins all ties including all Automatic hand ties (luck, special), regardless of how many Automatic combinations a player may have.

#### Sample Hand

If a player is to receive the following cards:

AV,10±,10V,10±,9±,8+,7+,6+,5±,6±,6V,3+,4+

That player may play it according to these sample combinations.

Top: 6**★**,6**∀**,A**∀** 

Middle: 10♣,10♥,10♠,3♦,4♦

Bottom: 5♠,6♦,7♦,8♦,9♠,

OR

Top: A♥,9♠,5♠,

Middle: 8♦,7♦,6♦,3♦,4♦

Bottom: 10♣,10♥,10♠,6♣,6♥,

OR

Top: 6♠,6♥,A♥

Middle: 10♣,10♥,10♠,9♠,5♠,

Bottom: 8♦,7♦,6♦,3♦,4♦

Due to the many combinations a particular hand can be played, all players including the player/dealer are responsible for their own hands. Any player setting their hand not in accordance with the proper arrangement of the 13 card format (i.e. top hand outranking the middle or bottom hand, wrong # of card in a segment, or having more or less than 13 cards), will lose the hand and forfeit their wager.

#### Misdeals:

Dealer deals the wrong # of cards to a player

Dealer exposes 5 cards or more.

Cards are delivered to the wrong spots. If irretrievable)

## CASINO POLICY:

- 1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player may touch their cards when the banks hand is being set.
- 4. The dealer or floor person will not be involved in any decision on the play of the hand.
- 5. Only players may occupy a seat at a live table.
- 6. Players must play at least 2 hands per round and pay their own collection to hold a seat.
- 7. A player is only allowed to hold one seat.
- 8. Player must play at least one hand before qualifying for banking privileges.



## **LIMITS AND COLLECTIONS:**

<u>GAME LIMIT</u>	<u>PLAYER</u>	<u>BANK</u>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00

# **Card Room Procedures**

#### **Basics and Procedures**

- The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands is below:
  - o Straight flush
  - o Three of a kind
  - o Straight
  - o Flush
  - o Pair
  - High card
- Three Card Poker is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make an Ante wager.
- Players receive three cards face down.
- The player/dealer receives three cards—two face down and one face up.
- Once players inspect their hand, they have two options:
  - o Fold the hand and forfeit the Ante: or
  - O Stay in the game by making a Play bet; this bet must equal the Ante.
- The player/dealer must qualify to play with minimum Queen-high.
  - o If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante—the ones not surrendered by folding—even money.
  - o If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
    - If the player's hand beats the player/dealer's, the player wins even money.
    - If the player/dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

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# **Card Room Procedures**

## Glossary:

Ante: The mandatory wager players make before seeing their hand.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Play wager. If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet they forfeit their Ante wager, and are no longer in the game.

## Player/Dealer & Deal

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guideline from the Division of Gambling Control with respect to the operation of a controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/dealer's are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wagers placed in the game.

Shuffle Master, Inc.® P20040623

## **Three Card Poker**

## **Rules and Procedures**

•	The object of	Three Card Poker is to beat the player/dealer in a three-
	card poker ga	me. The ranking of hands is below:
		Straight flush
		Three of a kind
		Straight
		Flush
		Pair
		High card
•	Three Card P	oker is played with a standard deck of 52 cards.
•		es a standard-sized blackjack table or poker table.
•		played with up to seven players, plus a player/dealer.
•	The house de	aler deals the game.
•		oker also utilized an "action" button, which is determined
		alue of the player/dealer's last card to be turned face up.
•		to the collection of player fees in gambling establishments,
	-	e calculated as a fraction or percentage of wagers made or
	-	ned. Fees charged for all wagers shall be determined prior
	to the start of	play of any hand or round. The actual collection of the fee
	may occur be	fore or after the start of play. Ample notice shall be
	-	ne patrons of gambling establishments relating to the
		fees. Flat fees on each wager may be assessed at different
		es, but no more than three collection rates may be
	-	er table. The fee and its assessment is the responsibility of
		establishment as described in California Penal Code
	section 337j.,	, ,
•	-	make an Ante wager.
•	•	ve three cards face down.
•		ealer received three cards—two face down and one face up.
•	Once players	inspect their hand, they have two options:
		Fold the hand and forfeit the Ante; or
		Stay in the game by making a Play bet, this bet must
		equal the Ante.
•	The player/de	ealer must qualify to play with minimum Queen-high.
		If the player/dealer does not qualify, the Play bet receives
		no action. The dealer shall immediately refund this bet to
		players. The dealer will then pay each Ante—the ones
		not surrendered by folding—even money.

- ☐ If the player/dealer hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
- If the player's hand beats the player/dealer's, the player wins even money.
- If the player/dealer's hand beats the player's, the player loses.
- All bets receive action to the extent that they player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

## Glossary:

Ante: The mandatory wager players make before seeing their hand.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Play wager. If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet they forfeit their Ante wager, and are no longer in the game.

## Player/Dealer & Deal

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guideline from the Division of Gambling Control with respect to the operation of a controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/dealer's are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wagers place in the game.

## **OBJECT OF THE GAME**

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a "Bonus" card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "W" bonus cards, four "X" bonus cards, four "Y" bonus card, and four "Z" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- One "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

## RANKING CHART

CARD

VALUE

BONUS\* 10 or 10.5 when dealt w/an ace
Ace 1 or 11
Two 2

3
4
5
6
7
9

<sup>\*</sup> Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

## ROUND OF PLAY

- Pure 21.5 Blackjack is played on a raised gaming table. The table seats
  eight players who face the dealer in a 180-degree seating arrangement.
  The tables are the standard blackjack tables commonly used in the casino
  industry. The casino dealer stands opposite the players, and in the center
  of the table. The casino dealer's chip tray is set in front of the dealer.
  The play starts from the right of the dealer and proceeds in a clockwise
  fashion.
- 2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "W", "X", "Y" and "Z"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
- 3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
- 4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

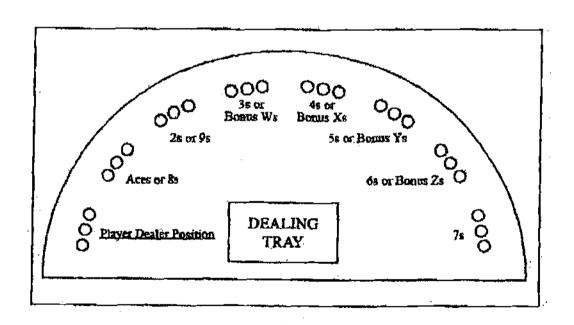
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

- 5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
- 6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
- 7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
- 8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt addition cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

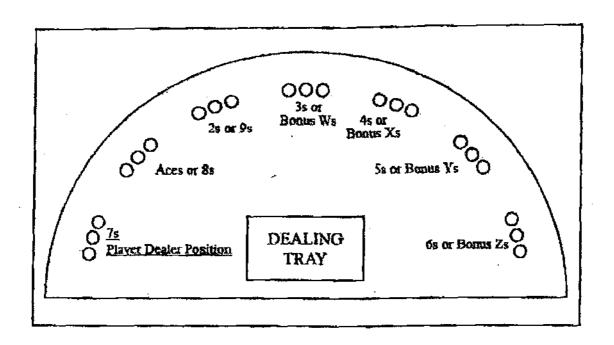
- 9. Players must follow the below listed Charts 1A and 1B in deciding whether to hit of stand on a particular hand.
- 10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.
- 11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (Diagram #1) outlining the placement of the action button follows.

## DIAGRAM #1

#### EIGHT-HANDED TABLE

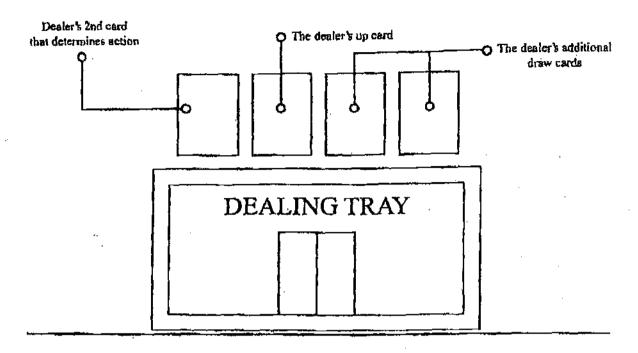


SEVEN-HANDED TABLE



- 12. The Player/Dealer's hand will then be completed according to the rules listed on <u>Chart 1B</u>. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
- 13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
- 14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See <u>Diagram #2</u>

### DIAGRAM #2



- 15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
- 16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

### **CHART 1A PLAYER OPTIONS**

Must Stand on

Must Hit on

Have Option on

Hard 19 or more (may split two Bonus Cards)

Hard 11 or less

All other counts

### CHART 1B PLAYER/DEALER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 17 or more

Soft 17 or less

None

### **GAME RULES**

- A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
- 2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
- 3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
- 4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
- 5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
- 6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

- 7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
- 8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
- A) If the Player's and the Player/Dealer's cards match exactly, the hand is a push or tie. Examples of this are: If the Player's hand is 9, 8, 6 (23 total) and the Player/Dealer's hand contains a 9, 8, and 6 or if the Player's hand is Bonus Card, 6, 9 and the Player/Dealer's hand contains a Bonus Card, 6 and 9.
- B) If the Player's cards and the Player/Dealer's cards do not match exactly, the Player/Dealer wins.
- 9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
- 10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
- 11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
- 12. Backline betting is allowed; subject to local ordinance or code.
- 13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

### DOUBLE-DOWN, SPLIT, AND SURRENDER

- 1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
- 2. Players can split any pair or two BONUS cards. The player must place a

second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

- 3. A maximum of three splits is allowed per hand.
- 4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
- 5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
- 6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

### **OPTIONS**

The following options are available for individual casinos to cater to the needs of their customers:

 Over 21.5 Options (when both the Player and Player/Dealers total is more than a PURE 21.5 BLACKJACK)

### Over 21.5 Variation #1:

- a) Player and Player/Dealer both have the same (over) total-Player/Dealer wins
- b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- <u>Push</u>
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- Player/Dealer wins

### Over 21.5 Variation #2

- a) Player and Player/Dealer both have the same (over) total- Push
- b) Player's (over) total is closer to 21.5 than the Player/ Dealer's

(over) total - Player/Dealer wins

c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total - Player/Dealer wins

### Bonus card Options

10's Version – The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5. A Bonus Card and a 10 can be split.

### LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the meaning of <u>OLIVER V. COUNTY OF LOS ANGELES</u> (1988) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

### Over 21.5 Variation #2:

- a) Player and Player/Dealer both have the same (over) total- Player/Dealer wins
- b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- <u>Push</u>
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- Player/Dealer wins

### Over 21.5 Variation #3

- a) Player and Player/Dealer both have the same (over) total-Push
- b) Player's (over) total is closer toe 21.5 than the Player/Dealer's (over) total Player/Dealer wins
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total Player/Dealer wins

### Over 21.5 Variation #4

When both the Player and the Player/Dealer have a total value that is above 21.5 the following rules apply:

- a) If the Player/Dealer has three (3) cards that the total value is 26, then all Players hands that the total value is over 21.5 are pushes (Tie's),
- b) If the Player/Dealer has any other total value over 21.5 (other than a (3) card 26) or has a total value of 26 consisting over four or more cards, then all Player hands that have the total value are over 21.5 will be losers.

### Over 21.5 Variation #5

When both the Player and the Player/Dealer have a total value that is above 21.5 the following rules apply:

- a) If the Player/Dealer has three (3) cards that the total value is 25, then all Players hands that the total value is over 21.5 are pushes (Tie's).
- b) If the Player/Dealer has any other total value over 21.5 (other than a (3) card 25) or has a total value of 25 consisting over four or more cards, then all Player hands that have the total value are over 21.5 will be losers.

### Over 21.5 Variation #8

When both the Player and the Player/Dealer have a total value that is above 21.5 the following rules apply:

- a) If the Player/Dealer has three (3) cards that the total value is 22, then all Players hands that the total value is over 21.5 are pushes (Tie's).
- b) If the Player/Dealer has any other total value over 21.5 (other than a (3) card 22) or has a total value of 22 consisting over four or more cards, then all Player hands that have the total value are over 21.5 will be losers.

### Bonus card Options

10's Version - The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5.

Jacks and 10's Version - The four "W" Bonus Cards and the four "X" Bonus Cards are removed from the deck and replaced by four 10's and four Jacks. Like the 10's Version, an Ace and either a Jack or Ten (10) on the first two cards would be worth 21 not 21.5. A Bonus Card and either a Jack or 10 may be split.

### "CARD C RAPS" CARD ROOM RULES OF PLAY

These are rule additions to the normal play of "Card Craps" and is a player banked game.

There are 3 tiles used in play and their uses will be described in the paragraphs below.

### 1. BANKER

- A. The banker is determined at the start of the game, and before any bets are made, by the dealer asking the player in position #1 if he/she would like to bank the game. If no one is in position one the dealer will continue to a position that is occupied to determine the banker position for the game.
- B. Once a player accepts, the banker tile is placed in front the player and that player then pushes the amount he/she chooses to use as their bank forward onto their position #.
- C. A player can only bank twice in a row (two games) before relinquishing to the next player.

### 2. HARD WAYS COVERED (opposite side/ Hard ways NOT covered)

- A. After the banker has been determined, he/she is then asked by the dealer if they would like to cover the hard ways.
- B. If the banker says yes, the "Hard Ways covered" is placed just above the hard ways for all of the players to see. Letting every player know that they can bet the Hard ways.
- C. If the banker declines, another player can accept the coverage of Hard ways or the corporation can cover. If no one accepts to cover the Hard ways then the tile is turned over to reveal "Hard Ways NOT covered" and placed just above the Hard ways for all of the players to see.

### 3. ACTION

- A. Action is determined during the Come Out, after the dealer calls "No more bets" and the top card of the deck is turned to reveal a # that number determines where the Action is to begin. Counting of the action always starts to the right of the banker. E.g.: If player #1 is the banker and the dealer's first card turned is a SIX (6) the dealer would start the count with #2--3-4-5-6 skipping #1(banker) and ending by
- placing the Action tile in front of player #2.B. If a player that has the Action tile decides to leave the game, the dealer will then move the Action tile to the next occupied space to the right and play resumes.

If the player that has chosen to bank runs out of money and corporate does not choose to cover, then everyone's money is returned and the process starts over and a new game begins.

In any situation where the "Banker's" money is expunged the remaining action may be covered by the Corporate banker or the remaining players not paid will receive free collection.

Hard ways that are not covered by the "Banker" may be covered by the corporate banker if he so chooses.

### <u>"Card Graps"</u>™

The objective of "Card Craps" is to establish (make) a "point" and then resuske it. To determine the point we have what is called a come out. There are two lines that run around the layout. One is the Pass Line (Line, Hit or Pass for short). The other is the Don't Pass Line (Don'ts or Miss for short).

A bet placed on the Pass Line <u>wint</u> on naturals, SEVEN and ELEVEN, (eleven is always called YO, this is because in a busy game, eleven sounds very similar to seven), and <u>loses</u> on Craps TWO, THREE and TWELVE. A point is one of these remaining numbers: 4, 5, 6, 8, 9 or 10

Once a point has been established, the gume changes, the Piayers now have to remake that number before throwing a seven (seven out), to win. Only these two numbers matter (7 and the point) while trying to remake the point. All additional bets now placed on the table are side bets.

### **PLAY**

"Card Craps" uses two decks, in conjunction with a skuffle machine, both decks are 24 cards each, Ace through 6, giving you 48 cards total. As with other shuffle machine games, "Card Craps" uses 48 red cards and 48 bine cards. While one color is being played the other color is being shuffled. Only the top TWO cards are used from the 48, then they are reshuffled.

### "NO CALL BETS"TM

"Card Craps" has a special bet called the "No Call."
This bet now makes "Card Craps" the exact same odds as craps. The "No Call" can be bet anytime and is a <u>ONE</u> roll only bet. The "No Call" means that the two cards are going to be the same suit. This bet pays 3-1. When two cards of the same suit appear, the "No Call" bet wins, however there is no action to be taken on the table. The "No Call" is the same as a No Roll. It does not matter if the cards total 7 and it is a 7 out, or a 7 winner. No wager on the table wins or loses. After a "No Call", players may pall their bets back or make fresh bets.

### Pass Line

- When you play the Pass Line and the dealer deals a 7 or 11 on the first hand, you Win.
- If the dealer deals a 2, 3, or 12 (Crape) you lose.
- If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes your Point. Your point must be dealt again before 7, for you to wis.

### Don't Pass

- When you play the Don't Pass and the first hand is dealt, 3 or 12 (Craps), you Win. If the hand is dealt 2, you push.
- 2. If the hand is dealt 7 or 11, you lose.
- If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes the point. Your bet will be moved behind that number. You are betting against the point. Therefore, the 7 must be dealt before the point for you to Win.

### Come

After a Point is established, you may play the Come. The same rules apply to the Come as they do on the Pass Line, the only exception being your bet is moved abourd the number.

### Don't Come

You may play the Don't Come at any time. The same rules apply to the Don't Come as they do to the Don't Pass.

### <u>Field</u>

The field is a one time but and may be played at any time. Winning Field numbers are (2 pays double), (3, 4, 9, 10, 11 pays even), and (12 pays triple).

### <u>"Seven"</u>

"Seven" may be played at any time. When you play "Seven" and 7 shows, you Win 4 to 1.

### Horn Bet

When you place a Horn Bet, you are wagering that a Craps (2, 3, or 12) or 11 will show on that hand. If 2 or 12 shows, your bet is paid 6.75 to 1. If 3 or 11 ahows, your bet is paid 3 to 1.

### **Hard Ways**

"One Time Bets" (or Hopping) may be played every hand. When you bet Hard Ways "One Time", you are betting the cards will pair in that hand as follows; 2&2, 3&3, 4&4, 5&5, before 7 or that number unpaired (easy).

### Any Craps

When you play Any Craps, you're betting the call will be 2, 3, or 12 (Craps). The betting areas and payoffs are clearly marked on the "Card Craps" layout.

### Place Bets

You may bet on the numbers (4, 5, 6, 8, 9,10) in any combination or individually. Piace Bets are made in increments of 5 on the (4, 5, 9, 10), 6 on the 6 and 8, and the 4 & 10 pay 9 to 5. Any of these numbers may be bought for a 5% commission. Ask your dealer for more information on Buy bets. Place Bets and Buy bets may be put up, turned off, or taken down any time.

"Card Craps" U.S. Pat. No. 6,749,199 B2

Card Craps is a variation of craps. It is played with a special deck of 48 cards each instead of two dice. Each deck of 48 cards consists of 8 sets of cards numbered 1 (Ace) through 6 and the 8 sets of cards come in four suits, with 2 sets in each suit.

The player can make the Pass, Don't Pass, Come, Don't Come, Field, Place, Big 6/8, Hard Way, Seven, Craps, Horn, Buy (5% commission) and Laying (5% commission) bets, etc. These bets are played exactly the same as in standard craps, so the rules are not described here.

In addition to the above bets, Card Craps offers a new bet called "No Call." No Call is a one roll bet, which must be placed before any cards are dealt. The No Call bet is paid at 3 to 1 odds if the two cards drawn are suited.

Once all players have made their bets, the dealer will pull 1 deck from a 2 deck shuffling machine, and draw 2 cards from said deck which represents one roll of two dice.

If the two cards are of the same suit, no action is taken on any bets except No Call bets. After No Call bets are paid, the dealer puts the two cards and the discarded 46 into the shuffler and then pulls the new deck for the next "roll."

If the two cards are not suited, the total of the two cards will be announced as the number for the "roll." The dealer then pays or collects the bets accordingly.

Card Craps can be played with the use of either one two deck shuffling machine or two automatic shufflers or hand dealt. The cards are shuffled after every round so the probabilities of the "dice" roll would not change. If a 2 deck shuffling machine is used then all the cards the shuffler spits out used or not - must be put back into the shuffler. If two automatic shufflers are used, play alternates between the two shufflers.

### 21st CENTURY BACCARAT Face Up Version with Tie hands

### SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.

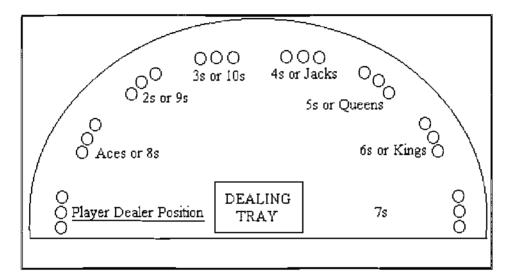
Player must stay on 7 or more and hit on 0 to 4. Each player options on 5 & 6 are: a) stand; b) hit and take a community card. Player/dealer must hit on 0-5 and stand on 6-9 or more. House way: Hit on 0-5 and stand on 6-9

### BASIC CONCEPT& RULES

- 1. The object of the game is to form a hand that equals "9" or as close to it as possible
- 2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

- 4. There are no Jokers.
- 5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
- 6. Cards between 1 and 9 have face value.
- 7. Picture cards and 10's are counted as 0.
- 8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
- 9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
- 10. The house dealer deals two- two card hands, in rotation, one at a time.
- 11. Players in seats 1 -8 receive two community cards, face up.
- 12. The player/dealer receives two cards. The first card is face up. The second card is face down.
- 13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:
  - a) Stand and keep wager on the Stand Line;
  - b) Hit and take a community card by moving wager to Hit Line.
- 15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



- 17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 18. Players with hands valued at 7 to 9 must stand.
- 19. Players with hands valued at 0 to 4 must hit.
- 20. Players have options on 5 and 6.
- 21. The Player/dealer wins all ties on zero and one on the base game.
- 22. The player /dealer will lose all ties to player's tie wager.
- 23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
- 24. The Player/dealer must hit on 5s or below and must stand 6s and above.

- 25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.
- 26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.
- 27. All bets for the base game and tie bet must be between the minim and maximum table limit.
- 28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

### Early Tie Bet

- 1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
- 2- The total Tie wager or the original base game wager cannot exceed table limit.
- 3- Players must place a wager for the base game to be able to wager on the tie bet.
- 4- the base game wager must be larger than the tie bet wager.
- 5. There is no collection for the tie bet.
- 6-All tie bets will be paid 8 to1
- 7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

### Late Tie Bet

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager. No Tie bets allowed in the following situations:

5 vs. 5

6 vs. 6

7 vs. 7

8 vs. 8

9 vs. 9

- 1-The late tie bet wager cannot exceed the early tie bet wager
- 2-. There is no collection for the tie bet.
- 3-All tie bets will be paid 8 to1

### Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player	
\$5- \$50	\$1	50c	
\$10-\$100	\$2	\$ 1	
\$50-\$300	\$3	\$ 2	
\$100-\$500	\$ 5	\$ 3	

### PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never

participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

### **VALUES OF CARDS**

- All cards have their face value.
- Picture cards have value of  $\underline{0}$ .
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

### **Ranking Chart**

<u>Sequence</u>	Cards	<u>Values</u>
1.	Ace	1
<b>2.</b>	Two	2
3.	Three	3
<b>4.</b>	Four	· · · · · · · · · · · · · · · · · · ·
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	; 0
11.	Jack	0
12.	Queen	0
13.	King	0
	····	

Hand Ranking Chart

Hand Ranking Chart

1 9
2 8
3 7
4 6
5 5
6 4
7 3
8 2
9 1
10 0

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for	Player	Dealer Have Option On
6 OR MORE	5 OR LESS	N/A

### PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rule	s for Play	yers
Must Stand On	Must Hit On	Have Option On
7 OR MORE	4 OR LESS	<u>5&amp; 6</u>

### 7 CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven-card stud high-low split (8-or-better) is a stud-format game, which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

### Rules of Seven-Card Stud High-Low Split (8-or-Better)

- A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
- A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
- 3) The low card by suit initiates the action on the first round with an ace, counting as a high card for this purpose.
- 4) Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
- 5) Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

- 6) Splitting pots is only determined by the cards and not by agreement among players.
- 7) When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
- 8) When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
- All rules for seven-card stud apply to seven-card stud high-low split (8-or-better), except as otherwise noted.



### Pan 9

### **LIMITS AND COLLECTIONS:**

GAME LIMIT	<u>PLAYER</u>	<u>BANK</u>	JACKPOT DROP
\$5 - \$25 or \$50	\$.50	\$1.00	\$1.00
\$10 or \$25 - \$100	\$1.00	\$2.00	\$1.00
\$50-\$300	\$2.00	\$4.00	\$1.00
\$300-\$500	\$3.00	\$5.00	No Jackpot

### **GENERAL PLAY:**

- 1. All action proceeds in a clockwise direction starting from the action button.
- 2. You may not show your hand to, or discuss your hand, with any other player at any time during play.
- 3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The banker's position is always 1, 9, and 17 no matter how many players are seated. Examples: If the dice points total 8, the player to the banker's right will receive the first card and has the first action.
  - On the draw, the first player to the banker's left is offered the option of one additional card. The option continues to each player clockwise until the banker has the option of drawing the last card.
- 4. A player must bet at least 4 time per round to occupy a seat.
- 5. You may look at only one hand, regardless of the number of hands on which you have wagered.
- 6. A misdeal will be declared if:
  - a. It has been determined before the deal is completed that cards have gone to the wrong spot.
  - b. The banker has the wrong number of cards unless it is retrievable.
  - c. A foreign card appears on the table.
  - d. Two or more boxed cards appear before all hands are completed.
  - e. If the dealer runs out of cards during the initial deal, (when using a shoe)

Exception: If the dealer runs out of cards during the draw, it is not a misdeal. The dealer will take 1/3 of the mucked cards from the discard rack, shuffle the cards, cut the cards, burn, and continue the draw. When the hand is completed, the cards will be changed.

7. A complete hand is interpreted as: all players receiving their three cards, therefore a misdeal cannot be rendered. Any player having the wrong number of cards will be given their collection back and will receive no action on their bets considering

that the card/s cannot be rectified and the house dealer was informed by the player/s involved of the discrepancy before the first hit card is delivered.

### 8. House Way: 0, 1,2,3,4 face value MUST HIT: 7,8,9 face value MUST STAND

- 9. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the banker has acted on his or her hand and before the players' hands are read. (An exposed card is defined as one that lands face up on the table.)
- 10. A Boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.
- 11. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.
- 12. Statements regarding the value of your hand are not binding. The cards read as face value.
- 13. Each player who wished a fourth card must request a card in turn. You may do so by place your cards in a horizontal position.
- 14. When the banker's three-card hand totals 7, 8 or 9, the hand automatically stands (plays as is).
- 15. When the banker's three-card hand totals 4 or less, the house dealer automatically draws a card for the banker.
- 16. When a player requests assistants on the play of a hand, the house dealer plays the hand according to Normandie Casino Pan 9 House Way:
  - a. Draw on a 5 or less
  - b. Stand on 6 or more

    After the banker's hand has been opened and set, the hand that has been set in the "Logical way" is opened and checked. Management will reset any hand that has been played incorrectly by the house dealer.
- 17. Once the bank's hand is open, no one else may act on his or her hand.
- 18. It is discovered that two cards are stuck together in the hit box; the bottom card will be forward to the right order even if the bank hand is opened.
- 19. After the announcement "all hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money will cover.
- 20. If the bank hand has not been opened and a player incorrectly plays their hand, management will back up the card/s and the hand will be played the logical way with the exception of 5 or 6 which will be played in the original position in which it was set. If the house dealer mistakenly skipped a player or placed a draw card to a position that was not hitting, the cards will be backed up or forwarded even if the bank hand has been opened.
- 21. If the banker has not drawn a card, the house dealer must determine that the banker has made a commitment to stand, announce the total, and proceed to settle the wagers.
- 22. A misdeal will not be declared after the draw commenced, except when the banker's hand does not have three cards. Exception: Read rule 6b.
- 23. If a card has been removed from the shoe/dealing machine at the request of an active player, that card must play.
- 24. If a card has been removed from the shoe because of dealer error, the card will play as the next card in play. (In the meantime, it will be placed directly under the shoe).
- 25. All players are responsible for protecting their own hands. If you foul your hand through carelessness with other cards, your wager will be forfeited to the extent that money covers.

- 26. A banker partnership may consist of no more than three active players at the same time. (Five ways or less only).
- 27. A player can only bank 4 consecutive banks
- 28. Cards must remain in view of the dealer at all times, or the player will risk a fouled hand and forfeiture of the wager.
- 29. The seated player will have the first option to bank on his/her spot as long as he/she must have had action some where on the table to be the player/dealer in his/her spot. 2<sup>nd</sup> option goes to the player that bets on the spot.
- 30. Player may shake the dice as many times as he/she wants.
- 31. If an active player chooses not to wager on his/her spot for whatever reason, that player may not prohibit any other from wagering on the spot. Once any player has a wager on this spot, he/she will automatically be allowed to wager on that spot until the dealer button has been moved to the next player.
- 32. Any hand that drops below the table level may be considered foul and the wager forfeited.
- 33. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
- 34. Management reserves the right to make decisions, which are in the best interest of the game. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

### CASINO POLICY:

- 1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments upon customers and employees will not be tolerated. A player will risk the possibility of being barred or sent home for failing to comply with this policy.
- 2. Normandie Casino house policy is that no player may speak a foreign language while a hand is in progress.
- 3. No player is allowed to touch any bets after the deal has commenced.
- 4. No player may touch their cards when the banks hand is being set.
- 5. The dealer or floor person will not be involved in any decision on the play of the hand.
- 6. Players are advised to play their own hand. In special circumstances, a hand that has not been set by a player will be set "House Way".
- 7. Only players may occupy a seat at a live table.
- 8. Players must play at least 4 hands per round and pay their own collection to hold a seat.
- 9. A player is only allowed to hold one seat.
- 10. Player must play at least one hand before qualifying for banking privileges

# TRIPS A FIVE CARD STUD GAME WITH ELECTRO-MECHANICAL SHUFFLERS

California Version

Version Two

### OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

- a) Beat the other participating players involved in the hand.
- b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120V. electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- The initial message for players to post their antes and bets,
- Each player's hand content,
- · Other players' hand contents,

- · Each new card that is being dealt,
- · The total amount of the accumulated pot,
- · The amount of the pot high hand award,
- · Message display of the qualifying hand,
- · Message display of the highest hand in case that a qualifying hand is not obtained,
- · Other message displays for bets and non-winners,
- Audible sound of bell when a qualifying hand is formed.

### RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

- a) All cards have their face values.
- b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:
  - Pairs,
- · Straights,
- Trips,
- · Flushes, or
- · Four-of-a-kinds,
- Straight flushes
- · Five-of-a-kinds,
- c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
- d) Picture cards have no numerical values, instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARD	KΔ	' ANK INI	$G \cap F$	THE	( 'APDS
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RANKING VALUE			
1 <sup>st</sup> or 14 <sup>th</sup>			
2 <sup>nd</sup>			
3 <sup>rd</sup>			
4 <sup>th</sup>			
5 <sup>th</sup>			
6 <sup>th</sup>			
7 <sup>th</sup>			
8 <sup>th</sup>			
9 <sup>th</sup>			
10 <sup>th</sup>			
11 <sup>th</sup>			
12 <sup>th</sup>			
13 <sup>th</sup>			
Wild (as any card)			

### VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE			
ORDER OF VALUE	HAND CONTENT		
1 <sup>st</sup>	Five-of-a-Kind		
2 <sup>nd</sup>	Royal Flush		
3 <sup>rd</sup>	Straight Flush		
4 <sup>th</sup>	Four-of-a-Kind		
5 <sup>th</sup>	Full House		
6 <sup>th</sup>	Flush		
7 <sup>th</sup>	Straight		
8 <sup>th</sup>	Three of a kind		
9 <sup>th</sup>	Two pair		
10 <sup>th</sup>	One Pair		
1 I th	No pair		

### **GAME LIMITS**

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

SCHEDILE	OF TABLE	LIMITS	ANTES AND	BETTING LIMITS
	OF LABLE	THISTING.	THE PROPERTY.	1351 1110 11110 113

TABLE LIMIT	COLLECTION RATE	1 <sup>ST</sup> BET	2 <sup>ND</sup> BET	3 <sup>RD</sup> BET	4 <sup>TH</sup> BET
\$2	50 cents	\$2	\$2	\$2	\$2
\$3	\$1	\$3	\$3	\$3	\$3
\$5	\$2	\$5	\$5	\$5	\$5

\$10	\$3	\$10	\$10	\$10	\$10
\$25	\$5	\$25	\$25	\$25	\$25

### TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a predetermined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must pay a collection in order to receive a hand.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections. The schedule of collections for various Table limits are as following:

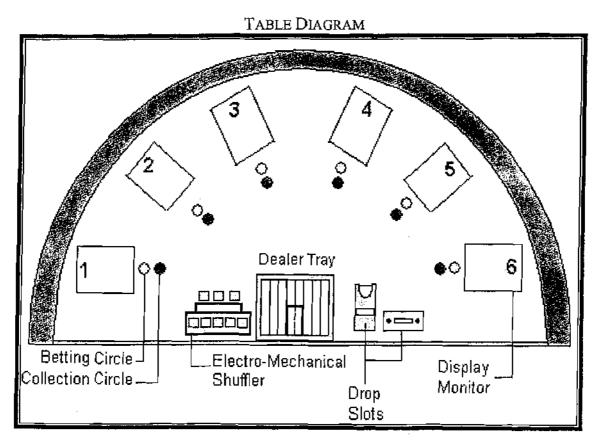
- a) \$2 games = \$1
- b) \$5 games = \$2
- c) \$10 games = \$3

### ROUND OF PLAY

A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

- i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.
- ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.
- iii. Prior to dealing, the casino dealer, takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is

affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.



- iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.
- v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.
- vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.
- vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.

- viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).
- ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal, hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.
- x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.
- xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.
- when all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.
- wiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.
- After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.
- xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.
- when the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell.
  If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.
- xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot, however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection, however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

### GAME RULES

- 1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.
- 2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.
- 3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.
- 4) "High Poker" ranking chart is used for comparison of hands.
- 5) All cards are dealt face-up in a Stud form, therefore, there will be no draw cards.
- 6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).
- 7) Players must place a collection and a bet in order to receive the two initial cards.
- 8) After the initial cards, players must either bet or fold.
- 9) Players who make additional wagers are entitled to receive additional cards.
- 10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.
- 11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.
- 12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.
- 13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.
- 14) If no one has a qualifying hand, the round of play is <u>not</u> concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.
- 15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

### NO BUST

## DIST CENTURY BLACKJACK

# PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4<sup>th</sup> 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure.

After all players have exercised their rights to draw additional cards, the player/dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for	Player	/ Dealer
Must Stand on	Mixi Hit on	Have Option
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

## PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two <u>UP</u> cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players			
Must Stand	Must Hit	Have Option on	
		<u>12</u>	
	11or Less	<u>13</u>	
Soft&Hard 20		<u>14</u>	
Soft&Hard 21		<u>15</u>	
Natural 22		<u>16</u>	
		<u>17</u>	
1		<u>18</u>	
	_	<u>19</u>	

# VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

# **Ranking Chart**

Sequence	Cards	Values
1.	Ace	lor 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

# OBJECT OF THE GAME

The object of the 21<sup>st</sup> Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total (Natural <u>22</u>).

## GAME RULES

# DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
- 2. Players cannot split, double down or surrender any hand with a Joker.
- 3. Players splitting:
  - a) Aces will receive one draw card for each Ace only.
  - b) Any other pair or any two cards of 10-point value will receive multiple draw cards.
- 4. Players may double down after split.
- 5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to 1.
- 5. Players can surrender on their first 2 card, and forfeit half of their wager.
- 6. If the player —dealer's hand is a natural, double down and split wager receives no action.
- 7. All pay-off to the extend that player/dealer money covers.

# EA\$Y POKER<sup>SM</sup>

# APPLICATION FOR CONTROLLED GAME REVIEW

# **ATTACHMENT**

Copyright @ 2006. All rights reserved.

Any use of the game, rules, and/or trademarks including "EasyPoker",
"Easy Poker" and "Ea\$y Poker" without written authorization from TAJA

Enterprises, LLC is prohibited by law.

US Patent 6,332,614 and patent pending

The following information fulfills the requests on the California Department of Justice, Division of Gambling Control "Application for Controlled Game Review." The numbers on each heading refer to the section of the DOJ form it responds to.

# II.1 COPYRIGHT AND TRADEMARK REGISTRATIONS

"EasyPoker", "Easy Poker" and "Easy Poker" are unregistered service marks of Helix Information Services, Inc. and are licensed to TAJA Enterprises, LLC.

# **II.2 PATENT**

US Patent 6,332,614 is attached.

# **II.3 INVENTOR AGREEMENTS**

The inventor has registered an assignment to Helix Information Services, Inc. with the US Patent Office.

# **II.4 INVENTOR**

The inventor is Michael Hesse of Westlake Village, CA.

# III.1 NAME OF THE GAME

The name of the game is "Easy Poker" or "Ba\$y Poker". Below it is referred to as "The Game"

# III.2 COPIES OF PROMOTIONS OR ADVERTISEMENTS

Promotional materials are still being developed.

# **III.3 DETAILED DESCRIPTION**

# STANDARDS OF PLAY

This game will be conducted using standard procedures for games with a Player/Dealer in California. The Player/Dealer will rotate in a systematic fashion. There are no minimum bet requirements to act as Player/Dealer. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

There will a fixed collection for each wager that will not be a percentage of the wager. This is the sole source of income for the casino. The casino has no financial interest in the outcome of any wager.

The House Dealer collects all collection fees prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

The game will be conducted using standard game-protection procedures with a Player/Dealer and for a poker-type game to ensure the game is fair to all parties who participate.

Backline betting is allowed.

Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

# THE DECK

The Game is played with one conventional deck of 52 cards with no jokers.

# **DEALING PROCEDURES**

The House Dealer, an employee of the casino, who does not have any financial interest in the game, deals all cards.

Before any cards are dealt, all starting wagers (antes) must be placed and all collections paid by the players. Prior to dealing any cards, the House Dealer picks up all collections.

The Game is hand dealt.

The cards are dealt face down, except for the Player/Dealer's hands.

After shuffling, cards are dealt starting to the immediate left of the Player/Dealer. Each player who has made a wager on the hand receives one card face down, except for the Player/Dealer, who receives no cards until all common cards are dealt and the wagering is complete. Then a second card face down card is dealt to each player.

After all players have had a chance to make a second wager, a card is discarded from the top of the deck ("burned") and three common cards ("the flop") are dealt in front of the House Dealer.

After all eligible players have had a chance to make another wager, a card is burned and a fourth common card ("the turn") is dealt in front of the House Dealer,

After all eligible players have had a chance to make another wager, a card is burned and a fifth common card ("the river") is dealt in front of the House Dealer.

After all eligible players have had a chance to make a final wager, a card is burned and two hands are dealt face up for the Player-Dealer. Each hand is dealt a first card, and then each hand gets a second card in the same order.

After all wagers are settled, all cards are collected and shuffled for the next hand.

# NUMBER OF PLAYERS IN THE GAME

The minimum number of players is two, with one player acting as Player/Dealer. The maximum number depends on the size of the table and layout on the table, but typically will be seven or eight.

# HOUSE FEES (COLLECTIONS)

Prior to any cards being dealt, each player and the Player/Dealer must pay a collection. The amount of collection for each wager is based on the table limits and is not a percentage of the wager.

TABLE LIMITS	PLAYER/DEALER COLLECTION	PLAYER COLLECTION
\$2 - \$20	\$1	\$0.50
\$5-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

If there is more than one wager on a hand, there must be a collection for each wager.

Prior to dealing any cards, the House Dealer picks up any collections and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot.

# **BETTING LIMITS**

Each table has fixed betting limits, with a minimum and maximum wager as shown in the previous section. A maximum of seven starting wagers ("antes"), each within the table limits, may be made on each hand. Up to four additional bets can be made for each ante, each of which is a multiple of the ante.

# **BETTING SCHEME**

The betting scheme is summarized in this chart:

ROUND	PLAYER SEES	BET SIZE	RESTRICTIONS
Ante		Player chooses	Within table limits
Hand	Two-card hand	0 or 1	If player checks, he must check the rest of the way
Flop	Three common cards	0 or 1	
Turn	Fourth common card	0 or 2	
River	Fifth common card	0 or 2	

Each player makes a fixed wager ante, at the beginning of a hand. Additional wagers can be made as follows:

- Hand: When the player sees his two-card hand, the player may make a second
  wager equal to the ante. If the player does not make a wager at this time, the
  player may not make any additional wagers on this hand, but the player may still
  win the amount of the ante.
- Flop: After the flop is dealt, the player may make another wager equal to the ante, unless the player did not wager upon seeing his/her hand.
- Turn: After the turn card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.
- River: After the river card is dealt, the player may make another wager equal to twice the ante, unless the player did not wager upon seeing his/her hand.

If there is more than one ante on a hand, the person making that ante may make independent betting decisions. No one is bound by what decisions are made by another person who placed an ante on that hand.

# **DETERMINING AND PAYING WINNERS**

The hands are ranked according to the standard poker hand rankings. The player makes his best hand using any combination of five of the cards in his hand and the common cards. Just as in Texas Holdem, the player may use two cards from his hand with three from the board, one card from his hand with four from the board, or the five cards on the board.

The Player/Dealer chooses one of his two hands and makes his best five-card poker hand.

- 1. The Player/Dealer's hand must qualify, or the Player/Dealer automatically loses to each player. The Player/Dealer must have at least a pair to qualify. If there is a pair on the board among the five common cards, the Player/Dealer qualifies.
- 2. If the Player/Dealer qualified, each player's hand is compared to the Player/Dealer's chosen hand. If the player's hand is ranked higher, the player wins the full amount of all wagers including the ante, to the extent the Player/Dealer wager covers.
- 3. If the player's hand is ranked the same, the player gets the full amount of his wagers, including the ante back. However, the collection is never refunded.
- 4. If the player's hand is ranked lower, the Player/Dealer wins all that player's wagers, to the extent the money covers.

Wagers are settled, starting with the player to the left of the Player/Dealer.

As each wager is settled, and amount equal to the total amount the player has as risk is removed from the Player/Dealer wager. If the Player/Dealer loses, this amount is paid to the player. If the Player/Dealer wins, this amount is removed from the Player/Dealer wager and returned to the Player/Dealer along with his winnings.

All wagers are settled in order, with the wagers on each hand being settled fully before any wagers on the next hand.

In case of a push, no money is removed from the Player/Dealer's wager.

If there is not enough money in the Player/Dealer wager to part of a wager, that part of the wager is returned to the player. The player receives no refund, free collection, or other form of consideration.

If there is more than one ante on a hand, all the wagers based on an ante are settled before the next ante and wagers on that hand. The first ante to the Player/Dealer's left is settled first, and the others are settled in order.

# HIGH-HAND BONUSES

Another way a player can win is to collect a bonus for a good hand. Any player who places an ante on a hand and pays a collection is eligible, with no other wager required.

Four of a Kind	\$100
Straight Flush	\$200
Royal Flush	\$300

A player must use at least one card from his hand to qualify. More than on player can win a bonus on the same hand. For example with a board of  $Q \triangleq J \triangleq T \triangleq 9 \triangleq 8 \triangleq$ , one player could make a royal flush and another with the  $7 \triangleq$  could make a straight flush.

## **BAD-BEAT JACKPOT**

A third way a player can win is make an ante bet at a table where a very good hand loses. Any player who places an ante on a hand and pays a collection at that table is eligible, with no other wager required,

When a bad-beat jackpot occurs, the money is divided as follows:

Losing (bad-beat) hand	40%
Winning hand	20%
Other players	40% divided equally

There are two kinds of bad-beat jackpots:

- Regular Jackpot
- Super Jackpot

Only one jackpot is paid per hand.

# REGULAR JACKPOT

A regular bad-beat jackpot is paid when any player or the Player/Dealer has aces full or better and loses. To qualify both players must:

- 1. Use both cards from their hand and three cards from the board.
- 2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at \$2,000 and \$50 per day is added.

# SUPER JACKPOT

A Super bad-beat jackpot is paid when any player or the Dealer has four of a kind or better and loses. To qualify both players must:

- 1. Use both cards from their hand and three cards from the board.
- 2. The hand that loses must be the best hand the player can make, using any combination of hand cards and board cards.

This jackpot is seeded at \$10,000 and \$100 per day is added.

## **BAD-BEAT JACKPOTS RESTRICTIONS**

A bad-beat jackpot will be disqualified if:

- An examination of the deck indicates that it does not contain exactly 52 cards and is not correct in every way.
- If there were any irregularities in the deal or play of the hand.

# **III.4 ROUND OF PLAY**

- A round of play begins when a Player/Dealer is designated. After one player has been Player/Dealer for two consecutive hands, the option to be Player/Dealer is offered to the next player to the left. If that player declines the option is offered consecutively to players on the left until a player accepts the option. If no new player accepts the option, the game ends and the table is closed.
- 2. The Player/Dealer will place an amount of money (casino chips) in front of his/her seat in a betting circle and that money will be used to pay any winners and will also set the amount that he/she can collect from any losers. The House Dealer will place an indicator in front of the Player/Dealer, which designates that he or she is the "Player/Dealer" and further designate whether it is the first or second turn for the Player/Dealer. The Player/Dealer will place his/her collection fee in front of his betting circle.
- 3. The cards are shuffled.
- 4. Each player at a table then places his/her ante in a designated betting circle. A player may place a wager at his/her seat. No player may wager on more than one hand. Each player must pay the posted collection for each wager.
- 5. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their ante wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The House Dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
- 6. After the fees have been collected, the House Dealer will deal the cards using the method described in "Dealing Procedures" above. Players may pick up their hands, but may not remove them from over the table or show them to other players, unless a second person is also wagering on the same hand. Players may not discuss their hands or decisions during play.
- 7. At this point each player is offered the option to make a second wager equal to his/her ante. If a player chooses not to make a wager at this time, the player may not make any additional wagers on this hand, but may win or lose the amount of the ante.
- 8. After each player has had the opportunity to wager, the House Dealer burns a card and deals the first three common cards called the flop.
- 9. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to his ante.
- 10. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fourth common cards called the turn.
- 11. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.

- 12. After each player has had the opportunity to wager, the House Dealer burns a card and deals the fifth common cards called the river.
- 13. At this point each player who wagered when he saw his hand is offered the option to make another wager equal to twice his ante.
- 14. This concludes all wagering.
- 15. The House Dealer burns a card and deals the two Player/Dealer hands. The better hand is selected and the other hand is moved aside, but kept face up.
- 16. At this point, all wagers are settled as described above in "Determining and Paying Winners".
- 17. The cards are all collected.
- 18. The collections are dropped.
- 19. At this point if this current Player/Dealer has only played this role for one hand, (s)he is offered this option for a second hand. Otherwise the role of Player/Dealer rotates as described above. The Player/Dealer indicator will be turned over or moved to indicate the current Player/Dealer and if this is the first or second hand for this Player/Dealer.
- 20. The next round of play begins.

# **III.5 GAMING TABLE**

The game may be played on a standard raised gaming table, similar to that used for blackjack or on a standard poker table. Depending on the size and configuration of the table, table seats seven or more players who face the House Dealer seated around an arc. The House Dealer stands or sits opposite of the players, with a chip tray in front of him/her.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers and collections are to be placed.

On or near the table will be a sign or placard indicating the game, table limits, and collection

# III.6 OTHER EQUIPMENT

In addition to the table, cards, chips and a cut card will be used.

There will also be a Player/Dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand this party has acted as Player/Dealer.

# III.7 GLOSSARY OF TERMS

#### ANTE

The ante is starting wager, within the table limits, made by a player before the hands are dealt. All subsequent wagers are multiples of the ante.

#### BOARD

The board is the five common cards, used by all players and the Player/Dealer to make their hand.

#### FLOP

The flop is the first three of the five common cards, used by all players and the Player/Dealer to make their hand.

#### HOUSE DEALER

A casino employee, who deals the cards, settles the wagers, collects collections for the casino, and oversees the game. The House Dealer never makes a wager, plays a hand, or has any financial interest in the outcome of any wager.

#### PLAYER

A player is any participant in the game who is not acting as Player/Dealer.

#### PLAYER/DEALER

One participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

## **QUALIFIER**

The minimum hand the Player/Dealer must have to avoid losing. If the Player/Dealer does not have a qualifying hand, the player wins, even if the player has a weaker hand. (NOTE: In some variations, the Player/Dealer pushes with the player, if he has a better hand than the player or an equal hand, but does not qualify.)

### RIVER

The river is the last of the five common cards, used by all players and the Player/Dealer to make their hand.

#### TURN

The turn is the fourth of the five common cards, used by all players and the Player/Dealer to make their hand.

# **GAME OPTIONS**

If it is necessary to adjust the advantage for the Player/Dealer to encourage people to take this option or to encourage people to play against the Player/Dealer, the qualifier may be adjusted. This can be done in two ways:

- 1. Adjusting the qualifier up or down.
- 2. Adjusting how a non-qualifying hand is treated.

For example, in one variation, the Player/Dealer may need a pair of 3's to qualify or only an ace-king high hand.

In another variation the Player/Dealer may not win without a qualifier but does not automatically lose. If the Player/Dealer does not qualify, but the player has a worse hand, the Player/Dealer would push in this variation.

These two adjustments can be combined to fine-tune The Game.

# LIGHTNING POKER<sup>TM</sup> TEXAS HOLD'EM Game rules and standards of play Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker<sup>TM</sup> does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other

Texas Hold'em information. Lightning Poker<sup>TM</sup> Texas Hold'em rules are noted below;

## Lightning Poker™ Texas Hold'em Rules (written description only)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

#### Lightning Poker<sup>TM</sup> Texas Hold'em Rules (written description with visuals)

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the flop) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.



**1. Opening deal** – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*.



- 2. First round of betting Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.
- 3. The flop The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

## The Flop







- **4. Second round of betting** Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
- **5.** The turn The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street*.

The Flop

The Turn









- **6. Third round of betting** It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
- 7. The river The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the river card, or fifth street.

The Flop

The Turn The River











- 8. Final round of betting It follows the same format as the second and third rounds.
- 9. The showdown Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

#### b. "Standard" 52-card deck or other type of card deck.

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

#### c. Describe dealing procedures.

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

#### The Flop

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

#### The Turn

After all players have bet on 'The Flop', a 4<sup>th</sup> community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

#### The River

After all players have bet on 'The Turn', a 5<sup>th</sup> and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

- 1. Royal Flush
- 2. Straight Flush
- 3. Four of a Kind

- 4. Full House
- 5. Flush
- 6. Straight
- 7. Three of a Kind
- 8. Two Pair
- 9. One Pair
- 10. High Card

#### d. Number of players in the game.

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

#### e. Description of how and when are house fees collected.

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

1-3 players dealt a hand	\$1.00 drop
4-5 players dealt a hand	\$2.00 drop
6 players dealt a hand	\$3.00 drop
7-10 players dealt a hand	\$4.00 drop (maximum)

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:

A charge if there is no 'Flop'?

The amount of players that reach 'The Flop'?

The amount may as a set amount or percentage of the Pot?

The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

#### f. Betting limits.

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.

There are two (2) common betting limits including:

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most

- card rooms will allow a set maximum amount of money that any individual player can begin with in the game.
- 2. Limit Games This is a type of game where players are permitted to only bet a 'capped' amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

#### g. Betting scheme.

- 1. Checking, Raising and Folding is permitted in all games.
- 2. 'Limit Texas Hold 'Em' caps the bets and allows for three (3) raises per betting round.
- 3. 'No Limit Texas Hold 'Em' has no maximum bet and may allow for an unlimited number of raises
- 4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
- 5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.
- 6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
- 7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

#### h. How winners determined and paid.

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

#### 5. Describe the type of gaming table utilized for this game.

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

#### 6. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC
- 7. Provide a glossary of terms used in the controlled game.

#### Glossary

**ACTION:** 

A fold, check, call, bet or raise by a player

ALL IN:

A bet that has put all of a player's money/chips into the pot.

ANTE: BET:

A required bet posted before the start of a hand by all players The act of placing an amount of money or chips into a pot by a

player

**BIG BLIND:** 

The largest blind bet in a game

**BLIND:** 

A required bet made before cards are dealt

**BLUFF:** 

To bet an inferior hand, attempting to eliminate all opponents

**BOARD:** 

The 5 communal cards in Hold'Em format games

**BURN CARD:** 

After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself

is called the burn card.

**BUTTON:** 

A player who is designated dealer position marked by a dealer

**button** 

**BUY-IN:** 

The minimum amount of money required to enter any game,

usually five times the maximum bet.

CAGE:

A cashier's window located in a casino where chip or money

transactions take place.

**CAPPED:** 

This term describes the situation in limit poker where the

maximum number of raises on the betting round has been

CHECK:

To waive the right to initiate the betting in a round, but to

retain the right to act if another player initiates the betting.

CHECK-&-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal

amount when it is your turn to act

**COMMUNITY CARDS:** 

The cards dealt face up in the center of the table that can be used by all players to form the best hand in the

games of Hold'Em and Omaha.

**COMPLETE THE BET:** 

To increase an all-in bet or forced bet to a full bet in

limit Poker

**DEAD MONEY:** 

Chips that are taken into the center of the pot because they are

not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the

dealing position for that hand (if there were not a house

dealer). Also know as "the button".

**DECK:** 

A collection of playing cards for Texas Hold'Em. The deck

consists of normal 52-card deck.

**DOWNCARDS:** 

Cards that are dealt facedown in a stud-format games.

**FIXED LIMIT:** 

In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not

vary.

FLOORPERSON:

A casino employee who seats players and makes decisions.

FLOP:

In Texas Hold'Em, the three community cards that are turned

simultaneously after the first round of betting is complete.

FOLD:

To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The first up card after the flop in Hold'Em (also known as the

turn card)

**FLUSH:** 

A poker hand consisting of 5 cards of the same suit.

**FORCED BET:** 

A required wager to start the action on the first round of

betting.

**FULL HOUSE:** 

A hand consisting of three of a kind and a pair.

HAND:

(a) Five cards arranged to create a ranking in poker games or

all of a player's cards on a particular hand.

(b) A single poker deal and the events that surround it, from

the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

**HOLECARDS:** 

The Cards dealt facedown to a player.

KICKER:

The highest unpaired card that helps determine the value of a

five-card poker hand.

MISSED BLIND:

A required bet that is not posted when it was your turn to do

MUCK:

(a) Cards that players discarded

(b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.

**NO-LIMIT:** 

A betting structure where the players are allowed to wager any

or all of their chips in one bet.

**OPENER:** 

The player who made the first voluntary bet.

**OPTION:** 

The choice to raise a bet given to a player with a blind.

A king, queen, or jack, also called a face-card or paint. PICTURE CARD:

PLAYING THE BOARD: The use of all five community cards for your hand in Hold'Em.

**POSITION:** 

(a) The distance from the blinds or the button for any hand

(b) The order in which you act in a particular hand.

POT:

The total amount of money or chips being played for amongst

players.

**POT LIMIT:** 

The betting structure of game in which you are allowed to bet

up to the amount of the pot

RAISE:

To call a previous bet while making an additional bet

simultaneously.

RAKE:

SET:

A fee charged for each hand dealt.

**RERAISE:** 

An increase in a wager at least the size of the previous bet

which occurs after a raise.

**RIVER CARD:** 

The final card in any poker game Three of a kind. Also called trips.

**SIDE POT:** 

A separate pot formed when one or more players are all-in.

**SIT N GO TOURNAMENT:** 

A type of tournament which is played on a single table until there is one winner or an agreement is

made between finalists to end the game.

SHOWDOWN:

The final act of determining the winner of the pot after all

betting has been completed

SMALL BLIND:

The smallest blind in a game with multiple blind bets

**SPLIT POT:** 

A pot that is divided among players, either because of a tie for

the best hand or by agreement prior to the showdown

**STRAIGHT:** 

Five consecutive ranks of any suit

**STRAIGHT FLUSH:** 

Five consecutive ranks of the same suit

**TABLE STAKES:** 

The amount of money that a player has on the table. This is

the maximum amount that a player can lose or that anyone can

win from said player on any one hand

**TOURNAMENT:** 

A competition for players to determine whom is the best player

TURN CARD:

The fourth community card in Texas Hold 'Em (also called

fourth street)

TRIPS:

Three of a kind. Also called a set.

**WAGER:** 

A bet or a raise